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# Unique solved — MisterGir

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,004

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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2.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[MisterGir's solution](#)

3.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

4.

2193B

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

Quality: 30,126 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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5.

2193A

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

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[MisterGir's solution](#)

6.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[MisterGir's solution](#)

7.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,495 global accepts · Rating: 800 · first AC: 2026-01-30 · last AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[MisterGir's solution](#)

8.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,724 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[MisterGir's solution](#)

9.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,110 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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**10.**

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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**11.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[MisterGir's solution](#)

**12.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[MisterGir's solution](#)

**13.**

2179B

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

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

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**14.**

2179A

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

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

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**15.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[MisterGir's solution](#)

**16.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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**17.**

2176A

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

Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[MisterGir's solution](#)

**18.**

2163A

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

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

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**19.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

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**20.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,444 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[MisterGir's solution](#)

**21.**

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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**22.**

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

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**23.**

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[MisterGir's solution](#)

**24.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[MisterGir's solution](#)

**25.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

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**26.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**27.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[MisterGir's solution](#)

**28.**

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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**29.**

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

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**30.**

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[MisterGir's solution](#)

**31.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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**32.**

2065B

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

Quality: 42,084 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[MisterGir's solution](#)

**33.**

2065A

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

Quality: 55,644 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[MisterGir's solution](#)

**34.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
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**35.**

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[MisterGir's solution](#)

**36.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[MisterGir's solution](#)

**37.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math  
[MisterGir's solution](#)

**38.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[MisterGir's solution](#)

**39.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math  
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**40.**

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
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41.

2049A

[MEX Destruction](#) · [Tutorial](#)

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42.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

43.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

44.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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45.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[MisterGir's solution](#)

46.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,776 global accepts · Rating: 800 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[MisterGir's solution](#)

47.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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48.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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49.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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50.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[MisterGir's solution](#)

51.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[MisterGir's solution](#)

**52.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[MisterGir's solution](#)

**53.**

2037B

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

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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**54.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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**55.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**56.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

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**57.**

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

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**58.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**59.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**60.**

2009B

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Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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**61.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,983 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**62.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

constructive algorithms, greedy, math

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**63.**

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

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**64.**

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

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**65.**

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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**66.**

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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**67.**

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[MisterGir's solution](#)

**68.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MisterGir's solution](#)

**69.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

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**70.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

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**71.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[MisterGir's solution](#)

**72.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,213 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[MisterGir's solution](#)

**73.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation, math

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**74.**

1998A

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

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

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**75.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

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**76.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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**77.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MisterGir's solution](#)

**78.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,961 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**79.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**80.**

1997A

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Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

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**81.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**82.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**83.**

1996A

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Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

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**84.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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**85.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**86.**

1992B

[Angry Monk](#) · [Tutorial](#)

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**87.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

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**88.**

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**89.**

1987A

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Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**90.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**91.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

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**92.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

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**93.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,092 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**94.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,554 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation

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**95.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

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**96.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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**97.**

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MisterGir's solution](#)

**98.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,384 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**99.**

1984A

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

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

[MisterGir's solution](#)

**100.**

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[MisterGir's solution](#)

**101.**

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[MisterGir's solution](#)

**102.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[MisterGir's solution](#)

**103.**

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[MisterGir's solution](#)

**104.**

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[MisterGir's solution](#)

**105.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,928 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

## 106.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

## 107.

1971A

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

Quality: 59,512 global accepts · Rating: 800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[MisterGir's solution](#)

## 108.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[MisterGir's solution](#)

## 109.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MisterGir's solution](#)

## 110.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[MisterGir's solution](#)

## 111.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[MisterGir's solution](#)

## 112.

1966A

[Card Exchange](#) · [Tutorial](#)

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

[MisterGir's solution](#)

## 113.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[MisterGir's solution](#)

## 114.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[MisterGir's solution](#)

## 115.

1942A

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

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

[MisterGir's solution](#)

**116.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[MisterGir's solution](#)

**117.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[MisterGir's solution](#)

**118.**

1950A

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

Quality: 69,460 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[MisterGir's solution](#)

**119.**

1944A

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

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[MisterGir's solution](#)

**120.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[MisterGir's solution](#)

**121.**

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MisterGir's solution](#)

**122.**

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[MisterGir's solution](#)

**123.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**124.**

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[MisterGir's solution](#)

**125.**

1933B

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

Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[MisterGir's solution](#)

**126.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[MisterGir's solution](#)

**127.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[MisterGir's solution](#)

**128.**

1930A

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

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[MisterGir's solution](#)

**129.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MisterGir's solution](#)

**130.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[MisterGir's solution](#)

**131.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[MisterGir's solution](#)

**132.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**133.**

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[MisterGir's solution](#)

**134.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,542 global accepts · Rating: 800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[MisterGir's solution](#)

**135.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[MisterGir's solution](#)

**136.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[MisterGir's solution](#)

**137.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,706 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[MisterGir's solution](#)

**138.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,438 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[MisterGir's solution](#)

**139.**

1899A

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

Quality: 92,822 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[MisterGir's solution](#)

**140.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**141.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[MisterGir's solution](#)

**142.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[MisterGir's solution](#)

**143.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,041 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MisterGir's solution](#)

**144.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[MisterGir's solution](#)

**145.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[MisterGir's solution](#)

**146.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MisterGir's solution](#)

**147.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,034 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[MisterGir's solution](#)

**148.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[MisterGir's solution](#)

**149.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**150.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,107 global accepts · Rating: 800 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[MisterGir's solution](#)

**151.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,340 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[MisterGir's solution](#)

**152.**

1855A

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

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**153.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,952 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[MisterGir's solution](#)

**154.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[MisterGir's solution](#)

**155.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[MisterGir's solution](#)

**156.**

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**157.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**158.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,078 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[MisterGir's solution](#)

**159.**

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,644 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**160.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[MisterGir's solution](#)

**161.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,997 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**162.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,492 global accepts · Rating: 800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[MisterGir's solution](#)

**163.**

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[MisterGir's solution](#)

**164.**

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[MisterGir's solution](#)

**165.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[MisterGir's solution](#)

**166.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,077 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[MisterGir's solution](#)

**167.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,269 global accepts · Rating: 800 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[MisterGir's solution](#)

**168.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**169.**

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[MisterGir's solution](#)

**170.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**171.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[MisterGir's solution](#)

**172.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[MisterGir's solution](#)

**173.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,055 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**174.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,439 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[MisterGir's solution](#)

**175.**

112A

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

Quality: 287,320 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**176.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,392 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MisterGir's solution](#)

**177.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,805 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**178.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[MisterGir's solution](#)

**179.**

71A

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

Quality: 503,391 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[MisterGir's solution](#)

**180.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MisterGir's solution](#)

**181.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[MisterGir's solution](#)

**182.**

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[MisterGir's solution](#)

**183.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MisterGir's solution](#)

**184.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[MisterGir's solution](#)

**185.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[MisterGir's solution](#)

**186.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 29,000 global accepts · Rating: 900 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[MisterGir's solution](#)

**187.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[MisterGir's solution](#)

**188.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**189.**

2132B

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

Quality: 33,559 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[MisterGir's solution](#)

**190.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**191.**

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings

[MisterGir's solution](#)

**192.**

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[MisterGir's solution](#)

**193.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,711 global accepts · Rating: 900 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[MisterGir's solution](#)

**194.**

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[MisterGir's solution](#)

**195.**

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[MisterGir's solution](#)

**196.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[MisterGir's solution](#)

**197.**

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[MisterGir's solution](#)

**198.**

1374B

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

Quality: 71,595 global accepts · Rating: 900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: math

[MisterGir's solution](#)

**199.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[MisterGir's solution](#)

**200.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MisterGir's solution](#)

**201.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[MisterGir's solution](#)

**202.**

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[MisterGir's solution](#)

**203.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,411 global accepts · Rating: 900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[MisterGir's solution](#)

**204.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[MisterGir's solution](#)

**205.**

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[MisterGir's solution](#)

**206.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: games

[MisterGir's solution](#)

**207.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[MisterGir's solution](#)

**208.**

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[MisterGir's solution](#)

**209.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[MisterGir's solution](#)

**210.**

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

[MisterGir's solution](#)

**211.**

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

[MisterGir's solution](#)

**212.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,714 global accepts · Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[MisterGir's solution](#)

**213.**

1855B

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

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[MisterGir's solution](#)

**214.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,839 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[MisterGir's solution](#)

**215.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

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

[MisterGir's solution](#)

**216.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[MisterGir's solution](#)

**217.**

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[MisterGir's solution](#)

**218.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[MisterGir's solution](#)

**219.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[MisterGir's solution](#)

**220.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[MisterGir's solution](#)

**221.**

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**222.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,827 global accepts · Rating: 1000 · first AC: 2025-07-11 · last AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute

force, number theory  
[MisterGir's solution](#)

**223.**

2055B  
[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[MisterGir's solution](#)

**224.**

2057B  
[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[MisterGir's solution](#)

**225.**

2034B  
[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[MisterGir's solution](#)

**226.**

1182A  
[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math  
[MisterGir's solution](#)

**227.**

2037C  
[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[MisterGir's solution](#)

**228.**

2005B1  
[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[MisterGir's solution](#)

**229.**

2000C  
[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[MisterGir's solution](#)

**230.**

2002B  
[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[MisterGir's solution](#)

**231.**

1998B  
[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

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

**232.**

1955B  
[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-08-10 · last AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, data structures, implementation, sortings

[MisterGir's solution](#)

**233.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[MisterGir's solution](#)

**234.**

110C

[Lucky Sum of Digits](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[MisterGir's solution](#)

**235.**

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

[MisterGir's solution](#)

**236.**

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[MisterGir's solution](#)

**237.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,116 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[MisterGir's solution](#)

**238.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[MisterGir's solution](#)

**239.**

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

[MisterGir's solution](#)

**240.**

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[MisterGir's solution](#)

**241.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[MisterGir's solution](#)

**242.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[MisterGir's solution](#)

**243.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[MisterGir's solution](#)

**244.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[MisterGir's solution](#)

**245.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[MisterGir's solution](#)

**246.**

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

[MisterGir's solution](#)

**247.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,204 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[MisterGir's solution](#)

**248.**

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[MisterGir's solution](#)

**249.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**250.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,414 global accepts · Rating: 1000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[MisterGir's solution](#)

**251.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[MisterGir's solution](#)

**252.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[MisterGir's solution](#)

**253.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[MisterGir's solution](#)

**254.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[MisterGir's solution](#)

**255.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MisterGir's solution](#)

**256.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[MisterGir's solution](#)

**257.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[MisterGir's solution](#)

**258.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[MisterGir's solution](#)

**259.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[MisterGir's solution](#)

**260.**

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[MisterGir's solution](#)

**261.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings

[MisterGir's solution](#)

**262.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[MisterGir's solution](#)

**263.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[MisterGir's solution](#)

**264.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[MisterGir's solution](#)

**265.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[MisterGir's solution](#)

**266.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[MisterGir's solution](#)

**267.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[MisterGir's solution](#)

**268.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[MisterGir's solution](#)

**269.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MisterGir's solution](#)

**270.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory

[MisterGir's solution](#)

**271.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[MisterGir's solution](#)

**272.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[MisterGir's solution](#)

**273.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[MisterGir's solution](#)

**274.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[MisterGir's solution](#)

**275.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[MisterGir's solution](#)

**276.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[MisterGir's solution](#)

**277.**

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[MisterGir's solution](#)

**278.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers  
[MisterGir's solution](#)

**279.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[MisterGir's solution](#)

**280.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[MisterGir's solution](#)

**281.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[MisterGir's solution](#)

**282.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[MisterGir's solution](#)

**283.**

706B

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

Quality: 84,487 global accepts · Rating: 1100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation  
[MisterGir's solution](#)

**284.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[MisterGir's solution](#)

**285.**

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[MisterGir's solution](#)

**286.**

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[MisterGir's solution](#)

**287.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[MisterGir's solution](#)

**288.**

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[MisterGir's solution](#)

**289.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[MisterGir's solution](#)

**290.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[MisterGir's solution](#)

**291.**

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[MisterGir's solution](#)

**292.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[MisterGir's solution](#)

**293.**

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[MisterGir's solution](#)

**294.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[MisterGir's solution](#)

**295.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation  
[MisterGir's solution](#)

**296.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[MisterGir's solution](#)

**297.**

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[MisterGir's solution](#)

**298.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[MisterGir's solution](#)

**299.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory  
[MisterGir's solution](#)

**300.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers  
[MisterGir's solution](#)

**301.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[MisterGir's solution](#)

**302.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,476 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings  
[MisterGir's solution](#)

**303.**

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings  
[MisterGir's solution](#)

**304.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[MisterGir's solution](#)

**305.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[MisterGir's solution](#)

**306.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,011 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math  
[MisterGir's solution](#)

**307.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[MisterGir's solution](#)

**308.**

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[MisterGir's solution](#)

**309.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[MisterGir's solution](#)

**310.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy  
[MisterGir's solution](#)

**311.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[MisterGir's solution](#)

**312.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers  
[MisterGir's solution](#)

**313.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[MisterGir's solution](#)

**314.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[MisterGir's solution](#)

**315.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[MisterGir's solution](#)

**316.**

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[MisterGir's solution](#)

**317.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[MisterGir's solution](#)

**318.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · last AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[MisterGir's solution](#)

**319.**

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[MisterGir's solution](#)

**320.**

2047C

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

Rating: 1200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[MisterGir's solution](#)

**321.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[MisterGir's solution](#)

**322.**

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[MisterGir's solution](#)

**323.**

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[MisterGir's solution](#)

**324.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[MisterGir's solution](#)

**325.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[MisterGir's solution](#)

**326.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[MisterGir's solution](#)

**327.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[MisterGir's solution](#)

**328.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[MisterGir's solution](#)

**329.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[MisterGir's solution](#)

**330.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MisterGir's solution](#)

**331.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[MisterGir's solution](#)

**332.**

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[MisterGir's solution](#)

**333.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[MisterGir's solution](#)

**334.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[MisterGir's solution](#)

**335.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math  
[MisterGir's solution](#)

**336.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[MisterGir's solution](#)

**337.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[MisterGir's solution](#)

**338.**

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[MisterGir's solution](#)

**339.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math  
[MisterGir's solution](#)

**340.**

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation  
[MisterGir's solution](#)

**341.**

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[MisterGir's solution](#)

**342.**

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
[MisterGir's solution](#)

**343.**

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[MisterGir's solution](#)

**344.**

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[MisterGir's solution](#)

**345.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, implementation

[MisterGir's solution](#)

**346.**

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[MisterGir's solution](#)

**347.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[MisterGir's solution](#)

**348.**

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[MisterGir's solution](#)

**349.**

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[MisterGir's solution](#)

**350.**

1853B

[Fibonacci's](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[MisterGir's solution](#)

**351.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[MisterGir's solution](#)

**352.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[MisterGir's solution](#)

**353.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[MisterGir's solution](#)

**354.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MisterGir's solution](#)

**355.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[MisterGir's solution](#)

**356.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2023-07-22 · last AC: 2025-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory

[MisterGir's solution](#)

**357.**

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[MisterGir's solution](#)

**358.**

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[MisterGir's solution](#)

**359.**

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[MisterGir's solution](#)

**360.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[MisterGir's solution](#)

**361.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[MisterGir's solution](#)

**362.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[MisterGir's solution](#)

**363.**

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-16 · last AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MisterGir's solution](#)

**364.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[MisterGir's solution](#)

**365.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy,

implementation, math, number theory

[MisterGir's solution](#)

**366.**

2050D

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

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[MisterGir's solution](#)

**367.**

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[MisterGir's solution](#)

**368.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[MisterGir's solution](#)

**369.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[MisterGir's solution](#)

**370.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[MisterGir's solution](#)

**371.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[MisterGir's solution](#)

**372.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[MisterGir's solution](#)

**373.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[MisterGir's solution](#)

**374.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[MisterGir's solution](#)

**375.**

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**376.**

4C

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

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2023-07-26 · last AC: 2024-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[MisterGir's solution](#)

**377.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[MisterGir's solution](#)

**378.**

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[MisterGir's solution](#)

**379.**

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[MisterGir's solution](#)

**380.**

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**381.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[MisterGir's solution](#)

**382.**

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

[MisterGir's solution](#)

**383.**

1944C

[MEX Game 1](#) · [Tutorial](#)

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

[MisterGir's solution](#)

**384.**

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

[MisterGir's solution](#)

**385.**

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

[MisterGir's solution](#)

**386.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,281 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[MisterGir's solution](#)

**387.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory  
[MisterGir's solution](#)

**388.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math  
[MisterGir's solution](#)

**389.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees  
[MisterGir's solution](#)

**390.**

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[MisterGir's solution](#)

**391.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[MisterGir's solution](#)

**392.**

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[MisterGir's solution](#)

**393.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,898 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[MisterGir's solution](#)

**394.**

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[MisterGir's solution](#)

**395.**

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[MisterGir's solution](#)

**396.**

2190B1

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

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive

algorithms, dp, greedy, strings, two pointers

[MisterGir's solution](#)

**397.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MisterGir's solution](#)

**398.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[MisterGir's solution](#)

**399.**

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[MisterGir's solution](#)

**400.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[MisterGir's solution](#)

**401.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[MisterGir's solution](#)

**402.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[MisterGir's solution](#)

**403.**

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[MisterGir's solution](#)

**404.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[MisterGir's solution](#)

**405.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[MisterGir's solution](#)

**406.**

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[MisterGir's solution](#)

**407.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · last AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[MisterGir's solution](#)

**408.**

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-10-01 · last AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[MisterGir's solution](#)

**409.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[MisterGir's solution](#)

**410.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-04 · PyPy 3 (first AC) · Tags: geometry, math

[MisterGir's solution](#)

**411.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[MisterGir's solution](#)

**412.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[MisterGir's solution](#)

**413.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MisterGir's solution](#)

**414.**

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[MisterGir's solution](#)

**415.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[MisterGir's solution](#)

**416.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[MisterGir's solution](#)

**417.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**418.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[MisterGir's solution](#)

**419.**

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[MisterGir's solution](#)

**420.**

1972D1

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MisterGir's solution](#)

**421.**

1972C

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[MisterGir's solution](#)

**422.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[MisterGir's solution](#)

**423.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**424.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[MisterGir's solution](#)

**425.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[MisterGir's solution](#)

**426.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[MisterGir's solution](#)

**427.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[MisterGir's solution](#)

**428.**

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

[MisterGir's solution](#)

**429.**

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

[MisterGir's solution](#)

**430.**

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[MisterGir's solution](#)

**431.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[MisterGir's solution](#)

**432.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[MisterGir's solution](#)

**433.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[MisterGir's solution](#)

**434.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · last AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MisterGir's solution](#)

**435.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[MisterGir's solution](#)

**436.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[MisterGir's solution](#)

**437.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[MisterGir's solution](#)

**438.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MisterGir's solution](#)

**439.**

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[MisterGir's solution](#)

**440.**

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MisterGir's solution](#)

**441.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[MisterGir's solution](#)

**442.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[MisterGir's solution](#)

**443.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[MisterGir's solution](#)

**444.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,697 global accepts · Rating: 1500 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[MisterGir's solution](#)

**445.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[MisterGir's solution](#)

**446.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[MisterGir's solution](#)

**447.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**448.**

2001C

[Guess The Tree · Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[MisterGir's solution](#)

**449.**

1850G

[The Morning Star · Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2024-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[MisterGir's solution](#)

**450.**

1997D

[Maximize the Root · Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[MisterGir's solution](#)

**451.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[MisterGir's solution](#)

**452.**

1999F

[Expected Median · Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[MisterGir's solution](#)

**453.**

1996D

[Fun · Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[MisterGir's solution](#)

**454.**

1990C

[Mad MAD Sum · Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[MisterGir's solution](#)

**455.**

1133D

[Zero Quantity Maximization · Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[MisterGir's solution](#)

**456.**

1985F

[Final Boss · Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[MisterGir's solution](#)

**457.**

1950E

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

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[MisterGir's solution](#)

**458.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[MisterGir's solution](#)

**459.**

1933E

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

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[MisterGir's solution](#)

**460.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[MisterGir's solution](#)

**461.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[MisterGir's solution](#)

**462.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[MisterGir's solution](#)

**463.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[MisterGir's solution](#)

**464.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[MisterGir's solution](#)

**465.**

1409D

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

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MisterGir's solution](#)

**466.**

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · last AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[MisterGir's solution](#)

**467.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[MisterGir's solution](#)

**468.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[MisterGir's solution](#)

**469.**

1165D

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

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[MisterGir's solution](#)

**470.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[MisterGir's solution](#)

**471.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[MisterGir's solution](#)

**472.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[MisterGir's solution](#)

**473.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[MisterGir's solution](#)

**474.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[MisterGir's solution](#)

**475.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[MisterGir's solution](#)

**476.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[MisterGir's solution](#)

**477.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[MisterGir's solution](#)

**478.**

1537E1

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

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[MisterGir's solution](#)

**479.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[MisterGir's solution](#)

**480.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[MisterGir's solution](#)

**481.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[MisterGir's solution](#)

**482.**

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[MisterGir's solution](#)

**483.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[MisterGir's solution](#)

**484.**

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[MisterGir's solution](#)

**485.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[MisterGir's solution](#)

**486.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · last AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[MisterGir's solution](#)

**487.**

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[MisterGir's solution](#)

**488.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[MisterGir's solution](#)

**489.**

2037E

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

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[MisterGir's solution](#)

**490.**

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[MisterGir's solution](#)

**491.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[MisterGir's solution](#)

**492.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[MisterGir's solution](#)

**493.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[MisterGir's solution](#)

**494.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[MisterGir's solution](#)

**495.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[MisterGir's solution](#)

**496.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-29 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[MisterGir's solution](#)

**497.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[MisterGir's solution](#)

**498.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[MisterGir's solution](#)

**499.**

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2024-05-20 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[MisterGir's solution](#)

**500.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[MisterGir's solution](#)

**501.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[MisterGir's solution](#)

**502.**

1968E

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

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

[MisterGir's solution](#)

**503.**

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MisterGir's solution](#)

**504.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[MisterGir's solution](#)

**505.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[MisterGir's solution](#)

**506.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number

theory

[MisterGir's solution](#)

**507.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[MisterGir's solution](#)

**508.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[MisterGir's solution](#)

**509.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[MisterGir's solution](#)

**510.**

1917C

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

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

[MisterGir's solution](#)

**511.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[MisterGir's solution](#)

**512.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[MisterGir's solution](#)

**513.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[MisterGir's solution](#)

**514.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[MisterGir's solution](#)

**515.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[MisterGir's solution](#)

**516.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[MisterGir's solution](#)

**517.**

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[MisterGir's solution](#)

**518.**

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[MisterGir's solution](#)

**519.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[MisterGir's solution](#)

**520.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MisterGir's solution](#)

**521.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[MisterGir's solution](#)

**522.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[MisterGir's solution](#)

**523.**

2163B

[Sigra ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MisterGir's solution](#)

**524.**

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[MisterGir's solution](#)

**525.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[MisterGir's solution](#)

**526.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[MisterGir's solution](#)

**527.**

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[MisterGir's solution](#)

**528.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,105 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[MisterGir's solution](#)

**529.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[MisterGir's solution](#)

**530.**

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[MisterGir's solution](#)

**531.**

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[MisterGir's solution](#)

**532.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[MisterGir's solution](#)

**533.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[MisterGir's solution](#)

**534.**

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[MisterGir's solution](#)

**535.**

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[MisterGir's solution](#)

**536.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[MisterGir's solution](#)

**537.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[MisterGir's solution](#)

**538.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[MisterGir's solution](#)

**539.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[MisterGir's solution](#)

**540.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[MisterGir's solution](#)

**541.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[MisterGir's solution](#)

**542.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[MisterGir's solution](#)

**543.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[MisterGir's solution](#)

**544.**

1999G2

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

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[MisterGir's solution](#)

**545.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[MisterGir's solution](#)

**546.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[MisterGir's solution](#)

**547.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[MisterGir's solution](#)

**548.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[MisterGir's solution](#)

**549.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[MisterGir's solution](#)

**550.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[MisterGir's solution](#)

**551.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[MisterGir's solution](#)

**552.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[MisterGir's solution](#)

**553.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MisterGir's solution](#)

**554.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[MisterGir's solution](#)

**555.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[MisterGir's solution](#)

**556.**

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

[MisterGir's solution](#)

**557.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[MisterGir's solution](#)

**558.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1700 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[MisterGir's solution](#)

**559.**

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

[MisterGir's solution](#)

**560.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[MisterGir's solution](#)

**561.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[MisterGir's solution](#)

**562.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[MisterGir's solution](#)

**563.**

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

[MisterGir's solution](#)

**564.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

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

[MisterGir's solution](#)

**565.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[MisterGir's solution](#)

**566.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[MisterGir's solution](#)

**567.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[MisterGir's solution](#)

**568.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[MisterGir's solution](#)

**569.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[MisterGir's solution](#)

**570.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[MisterGir's solution](#)

**571.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[MisterGir's solution](#)

**572.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[MisterGir's solution](#)

**573.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[MisterGir's solution](#)

**574.**

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, sortings

[MisterGir's solution](#)

**575.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, math, schedules

[MisterGir's solution](#)

**576.**

1758D

[Range = " Sum Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[MisterGir's solution](#)

**577.**

2071D1

[Infinite Sequence \(Easy Version\) · Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · last AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[MisterGir's solution](#)

**578.**

2069D

[Palindrome Shuffle · Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[MisterGir's solution](#)

**579.**

161D

[Distance in Tree · Tutorial](#)

Quality: 19,185 global accepts · Rating: 1800 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[MisterGir's solution](#)

**580.**

2043D

[Problem about GCD · Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[MisterGir's solution](#)

**581.**

1096D

[Easy Problem · Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[MisterGir's solution](#)

**582.**

2005C

[Lazy Narek · Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[MisterGir's solution](#)

**583.**

1968F

[Equal XOR Segments · Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[MisterGir's solution](#)

**584.**

1995C

[Squaring · Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[MisterGir's solution](#)

**585.**

1990D

[Grid Puzzle · Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[MisterGir's solution](#)

**586.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[MisterGir's solution](#)

**587.**

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

[MisterGir's solution](#)

**588.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[MisterGir's solution](#)

**589.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[MisterGir's solution](#)

**590.**

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[MisterGir's solution](#)

**591.**

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

[MisterGir's solution](#)

**592.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[MisterGir's solution](#)

**593.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[MisterGir's solution](#)

**594.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[MisterGir's solution](#)

**595.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[MisterGir's solution](#)

**596.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[MisterGir's solution](#)

**597.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation

[MisterGir's solution](#)

**598.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[MisterGir's solution](#)

**599.**

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

[MisterGir's solution](#)

**600.**

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, implementation

[MisterGir's solution](#)

**601.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[MisterGir's solution](#)

**602.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[MisterGir's solution](#)

**603.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[MisterGir's solution](#)

**604.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[MisterGir's solution](#)

**605.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[MisterGir's solution](#)

**606.**

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[MisterGir's solution](#)

**607.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[MisterGir's solution](#)

**608.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[MisterGir's solution](#)

**609.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · last AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[MisterGir's solution](#)

**610.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[MisterGir's solution](#)

**611.**

2130E1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[MisterGir's solution](#)

**612.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[MisterGir's solution](#)

**613.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[MisterGir's solution](#)

**614.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[MisterGir's solution](#)

**615.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[MisterGir's solution](#)

**616.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[MisterGir's solution](#)

**617.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[MisterGir's solution](#)

**618.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[MisterGir's solution](#)

**619.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[MisterGir's solution](#)

**620.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[MisterGir's solution](#)

**621.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[MisterGir's solution](#)

**622.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[MisterGir's solution](#)

**623.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[MisterGir's solution](#)

**624.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[MisterGir's solution](#)

**625.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[MisterGir's solution](#)

**626.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[MisterGir's solution](#)

**627.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[MisterGir's solution](#)

**628.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[MisterGir's solution](#)

**629.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[MisterGir's solution](#)

**630.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[MisterGir's solution](#)

**631.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[MisterGir's solution](#)

**632.**

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[MisterGir's solution](#)

**633.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,908 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[MisterGir's solution](#)

**634.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[MisterGir's solution](#)

**635.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[MisterGir's solution](#)

**636.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[MisterGir's solution](#)

**637.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[MisterGir's solution](#)

**638.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[MisterGir's solution](#)

**639.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[MisterGir's solution](#)

**640.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[MisterGir's solution](#)

**641.**

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, schedules

[MisterGir's solution](#)

**642.**

2130E2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[MisterGir's solution](#)

**643.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[MisterGir's solution](#)

**644.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2025-07-11 · last AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[MisterGir's solution](#)

**645.**

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[MisterGir's solution](#)

**646.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[MisterGir's solution](#)

**647.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees

[MisterGir's solution](#)

**648.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[MisterGir's solution](#)

**649.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-28 · last AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[MisterGir's solution](#)

**650.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[MisterGir's solution](#)

**651.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2024-11-05 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, number theory

[MisterGir's solution](#)

**652.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[MisterGir's solution](#)

**653.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[MisterGir's solution](#)

**654.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[MisterGir's solution](#)

**655.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[MisterGir's solution](#)

**656.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, two pointers

[MisterGir's solution](#)

**657.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[MisterGir's solution](#)

**658.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[MisterGir's solution](#)

**659.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2024-06-13 · last AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[MisterGir's solution](#)

**660.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[MisterGir's solution](#)

**661.**

1988D

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

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[MisterGir's solution](#)

**662.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[MisterGir's solution](#)

**663.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[MisterGir's solution](#)

**664.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[MisterGir's solution](#)

**665.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[MisterGir's solution](#)

**666.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[MisterGir's solution](#)

**667.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[MisterGir's solution](#)

**668.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[MisterGir's solution](#)

**669.**

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[MisterGir's solution](#)

**670.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[MisterGir's solution](#)

**671.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[MisterGir's solution](#)

**672.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[MisterGir's solution](#)

**673.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[MisterGir's solution](#)

**674.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[MisterGir's solution](#)

**675.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[MisterGir's solution](#)

**676.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2025-02-13 · last AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[MisterGir's solution](#)

**677.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[MisterGir's solution](#)

**678.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[MisterGir's solution](#)

**679.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[MisterGir's solution](#)

**680.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[MisterGir's solution](#)

**681.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2025-02-13 · last AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[MisterGir's solution](#)

**682.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[MisterGir's solution](#)

**683.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[MisterGir's solution](#)

**684.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[MisterGir's solution](#)

**685.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[MisterGir's solution](#)

**686.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[MisterGir's solution](#)

**687.**

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[MisterGir's solution](#)

**688.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[MisterGir's solution](#)

**689.**

2004E

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

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[MisterGir's solution](#)

**690.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[MisterGir's solution](#)

**691.**

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings

[MisterGir's solution](#)

**692.**

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

[MisterGir's solution](#)

**693.**

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MisterGir's solution](#)

**694.**

1930D2

[Sum over all Substrings \(Hard Version\) · Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[MisterGir's solution](#)

**695.**

2207D

[Boxed Like a Fish · Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[MisterGir's solution](#)

**696.**

2178F

[Conquer or of Forest · Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[MisterGir's solution](#)

**697.**

2179H

[Blackslex and Plants · Tutorial](#)

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[MisterGir's solution](#)

**698.**

965E

[Short Code · Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, strings, trees

[MisterGir's solution](#)

**699.**

1567E

[Non-Decreasing Dilemma · Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math

[MisterGir's solution](#)

**700.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum · Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[MisterGir's solution](#)

**701.**

1485D

[Multiples and Power Differences · Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[MisterGir's solution](#)

**702.**

165E

[Compatible Numbers · Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[MisterGir's solution](#)

**703.**

570D

[Tree Requests · Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive

algorithms, dfs and similar, graphs, trees

[MisterGir's solution](#)

**704.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[MisterGir's solution](#)

**705.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[MisterGir's solution](#)

**706.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[MisterGir's solution](#)

**707.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2024-08-02 · last AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[MisterGir's solution](#)

**708.**

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[MisterGir's solution](#)

**709.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-12-08 · last AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[MisterGir's solution](#)

**710.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[MisterGir's solution](#)

**711.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[MisterGir's solution](#)

**712.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[MisterGir's solution](#)

**713.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[MisterGir's solution](#)

**714.**

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[MisterGir's solution](#)

**715.**

1972D2

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

Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MisterGir's solution](#)

**716.**

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: \*special, constructive algorithms

[MisterGir's solution](#)

**717.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[MisterGir's solution](#)

**718.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[MisterGir's solution](#)

**719.**

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[MisterGir's solution](#)

**720.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[MisterGir's solution](#)

**721.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[MisterGir's solution](#)

**722.**

2130E3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[MisterGir's solution](#)

**723.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[MisterGir's solution](#)

**724.**

2078F

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

Rating: 2300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[MisterGir's solution](#)

**725.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[MisterGir's solution](#)

**726.**

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · last AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[MisterGir's solution](#)

**727.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2025-02-28 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, strings

[MisterGir's solution](#)

**728.**

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[MisterGir's solution](#)

**729.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[MisterGir's solution](#)

**730.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[MisterGir's solution](#)

**731.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[MisterGir's solution](#)

**732.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[MisterGir's solution](#)

**733.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[MisterGir's solution](#)

**734.**

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MisterGir's solution](#)

**735.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[MisterGir's solution](#)

**736.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-02-15 · last AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[MisterGir's solution](#)

**737.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2026-02-07 · last AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[MisterGir's solution](#)

**738.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[MisterGir's solution](#)

**739.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[MisterGir's solution](#)

**740.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2024-07-25 · last AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[MisterGir's solution](#)

**741.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[MisterGir's solution](#)

**742.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[MisterGir's solution](#)

**743.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks,

combinatorics, divide and conquer, dp, math

[MisterGir's solution](#)

**744.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[MisterGir's solution](#)

**745.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[MisterGir's solution](#)

**746.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[MisterGir's solution](#)

**747.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[MisterGir's solution](#)

**748.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[MisterGir's solution](#)

**749.**

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[MisterGir's solution](#)

**750.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[MisterGir's solution](#)

**751.**

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[MisterGir's solution](#)

**752.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[MisterGir's solution](#)

**753.**

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[MisterGir's solution](#)

## 754.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[MisterGir's solution](#)

## 755.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[MisterGir's solution](#)

## 756.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[MisterGir's solution](#)

## 757.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[MisterGir's solution](#)

## 758.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[MisterGir's solution](#)

## 759.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[MisterGir's solution](#)

## 760.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[MisterGir's solution](#)

## 761.

2067G

[Tropical Season](#) · [Tutorial](#)

Rating: 3300 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[MisterGir's solution](#)

## 762.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

## 763.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**764.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**765.**

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · Kotlin 2.2 (first AC) · Tags: —

[MisterGir's solution](#)

**766.**

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · last AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**767.**

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**768.**

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**769.**

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**770.**

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**771.**

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**772.**

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**773.**

106189L

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

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**774.**

105141K

[Starry Sky](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**775.**

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**776.**

106268J

[ICPC Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**777.**

106268I

[Game of Names](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · last AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**778.**

106268D

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

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**779.**

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**780.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**781.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**782.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**783.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**784.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**785.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**786.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**787.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**788.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**789.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**790.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**791.**

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**792.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**793.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**794.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**795.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**796.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**797.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**798.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**799.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**800.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**801.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**802.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**803.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**804.**

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**805.**

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**806.**

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**807.**

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**808.**

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**809.**

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**810.**

102375J

[A&D;D](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**811.**

102375K

[<<A>C0BCalD#ãã 4C´O CD2Cä8DP](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**812.**

102375H

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**813.**

102375G

[ATAD\\$liC´8 CD5C´8D\\$5C´L?](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**814.**

102375I

[B 3D B0 2C´5C08CR 7C 4C G](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**815.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**816.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**817.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**818.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**819.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**820.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**821.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**822.**

100145B

[B4002C05C08CP](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**823.**

100145A

[A0>C00D1C : 8 CÄ0D BC](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[MisterGir's solution](#)

**824.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**825.**

104012J

[Joking?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**826.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**827.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**828.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**829.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**830.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**831.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**832.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**833.**

100140I

[Aô@CãD4;C#0 CÔ0 C#0D\\$5D 5](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**834.**

100140J

[AD#C\\$5D 8CP](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**835.**

100140G

[Bt5D=Cã5 C, 1CT;Cã5](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**836.**

100139F

[B\\$00#A€](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**837.**

100140F

[AD#CÄBCÔ>](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**838.**

100140E

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**839.**

100140D

[A\\$5D#H0,,=CÔ>-CÔ5Cô5D 5D 5C#0DäIC,,5D O CôCD\\$8](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**840.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[MisterGir's solution](#)

**841.**

2168A2

[Encode and Decode \(Hard Version\) · Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[MisterGir's solution](#)

**842.**

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[MisterGir's solution](#)

**843.**

100139A

[A..C@GT:Dd8Cä=C,,@Cä2C=C,,5CÄ>CÔ5D](#)

Rating: — · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**844.**

100139C

[A..AÖ&>D GCT=CÔKC' ?C @C#5D](#)

Rating: — · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**845.**

100140B

[Aö>D\\$@C 2 CD2D44Cä;DÄ=Cä< C4@C DCP](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**846.**

100140C

[k-D 2Dö7CÔ>D BDÀ](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**847.**

100140A

[AÄÖC#AC,,<C ;DÄ=D'9 Cö>D\\$>C](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**848.**

104014E

[A..AÖ&>D 8Dò 2CT@D 8C•](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**849.**

104014H

[Match of the Millennium · Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**850.**

104014D

[AÖ 0DöC=CTBCR C\\$>D 8C²ää](#)

Rating: — · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[MisterGir's solution](#)

**851.**

104014C

[A\\$ÖÖÄCä<C B](#)

Rating: — · first AC: 2025-10-15 · PyPy 3-64 (first AC) · Tags: —

[MisterGir's solution](#)

**852.**

104014K

[Old Barabarian Rap](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · last AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**853.**

104014G

[B O C 7 Q D i a l @](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**854.**

104014F

[B\\$CDi8D BD²À CD>D BCä?D 8CÄ5Dt0D\\$5C`LCÔ>D BC, 8 D\\$5C`5D :Cä?D°](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**855.**

104014B

[B 4C-TiC 9 i 100](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**856.**

104014A

[A T C 0 i D , , > C ' C C D > C •](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**857.**

102775L

[A\\$B D r i e C T 2 D ' 9 C \\$ > C ô @ C ä A](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**858.**

102775D

[B U C r G , G C Ô K C R M C ' 5 C Ä 5 C Ô B D °](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**859.**

106098E

[Farouk and Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**860.**

106098D

[Bald and Siniora](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**861.**

106098F

[MEDAA and the Jumping Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**862.**

106098I

[MEDAA and Totients](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**863.**

106098J

[Bald and Eslam](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**864.**

106098K

[Farouk and MEX Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**865.**

106098M

[MEDAA, Farouk, and Bald](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**866.**

106098L

[MEDAA and subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**867.**

106098C

[MEDAA and Mohamed Hazem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**868.**

106098B

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

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**869.**

106098A

[Bald and Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**870.**

100651F

[Team Rankings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**871.**

100651G

[To and Fro](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**872.**

100651A

[Alphacode](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**873.**

102791K

[Realistic Gameplay](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**874.**

102791I

[String Reversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**875.**

102791J

[Divide The String](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**876.**

102791A

[Christmas Ornaments](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · last AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**877.**

102791H

[String Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**878.**

102791G

[Parking Spaces](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**879.**

102791F

[Deposit](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**880.**

102791E

[Numbers on Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**881.**

102791D

[Barrels](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**882.**

102791C

[Number of Apartments](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**883.**

102791B

[Look At The Same One](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**884.**

105562A

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

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**885.**

106063H

[Heritage of Acatlán](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**886.**

2142G

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

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: \*special, interactive

[MisterGir's solution](#)

**887.**

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: \*special

[MisterGir's solution](#)

**888.**

2142F

[Permutation of Rows and Columns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: \*special, data structures, math, matrices

[MisterGir's solution](#)

**889.**

2142E

[Iva & Pav](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · last AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: \*special, binary search, bitmasks, greedy

[MisterGir's solution](#)

**890.**

2142D

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: \*special, greedy, math, strings

[MisterGir's solution](#)

**891.**

2142C

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

Rating: — · first AC: 2025-09-09 · Kotlin 1.9 (first AC) · Tags: \*special, data structures, implementation, strings

[MisterGir's solution](#)

**892.**

2142B

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

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: \*special, implementation

[MisterGir's solution](#)

**893.**

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: \*special, implementation

[MisterGir's solution](#)

**894.**

105494B

[Ant Hill](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · last AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**895.**

105494A

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

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**896.**

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**897.**

106034E

[A08065D\\$:C](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**898.**

106034D

[A100000:0 CÔ0 C4@C DD°](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**899.**

106034A

[B\\$5015D>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**900.**

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**901.**

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**902.**

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**903.**

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · last AC: 2025-08-31 · PyPy 3-64 (first AC) · Tags: —

[MisterGir's solution](#)

**904.**

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**905.**

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**906.**

100418A

[A+-B](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · Python 2 (first AC) · Tags: —

[MisterGir's solution](#)

**907.**

105639D

[New Year Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**908.**

1059634

[AtCoder D. A > C O 5 D`](#)

Rating: — · first AC: 2025-06-17 · last AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**909.**

105788C

[Rebellion of the Vacuum Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**910.**

105788B

[You need to buy a new SSD...](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**911.**

105788A

[Flor's Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**912.**

105141D

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

Rating: — · first AC: 2025-03-11 · last AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**913.**

105681D

[Repainting the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**914.**

105767F

[Mega Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**915.**

105715C

[B\\$>D3 Că2C`O](#)

Rating: — · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**916.**

105739C

[B > O 5 D a 8 C \\$ A C R < Că = C T B D 2`](#)

Rating: — · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**917.**

105739B

[A D 8 Că Că <](#)

Rating: — · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**918.**

105739A

[A to C, =C FC,,8](#)

Rating: — · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**919.**

105719B

[Total Ambiguity](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**920.**

105719C

[Elephant Filimon and the Very Important Message](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**921.**

105011C

[B,5D BC,,CC4>C'LCÔKC' @C,,AD4=Cä:](#)

Rating: — · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**922.**

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2025-02-13 · last AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, trees

[MisterGir's solution](#)

**923.**

1049507

[Split into Triplets](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**924.**

1049508

[Binary Tree Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**925.**

1049506

[A TC=BC@C,,8](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**926.**

1049505

[B 0010,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**927.**

103031E

[A 0040C>Dt=Cä5 D4AD\\$@Cä9D BC\\$>](#)

Rating: — · first AC: 2023-07-31 · last AC: 2025-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)

**928.**

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**929.**

105585A

[A6TDGC,,BC 9 D 5D,,QCÔ=D´5 Ct0CD0Dt8](#)

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**930.**

105617F

[Exchange and Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**931.**

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**932.**

105228E

[Building Pigeon Houses](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**933.**

100166C

[A`TC8D 8CÔB Ct=C =C,,9](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**934.**

100166D

[A`TC8D`0C`HC,,9 CôCD\\$L](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**935.**

100166E

[AD8C`CTBD 3D 0DD0](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**936.**

100166G

[B`0D`A`B`>Dô=C,,5 CÄ5Cd4D2 2CT@D,,8CÔ0CÄ8](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**937.**

100166F

[AD50`a`D BD 0](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**938.**

100166B

[B`0CÄ`C @C AD BCäOCÔ8C•](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**939.**

100166A

[BD,CÄ`C@](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**940.**

1952D

[Are You a Procrastinator? · Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-12-31 · Python 3 (first AC) · Tags: \*special, implementation

[MisterGir's solution](#)

**941.**

105624B

[A B C D E F G H I J K L M N O P Q R S T U V W X Y Z](#)

Rating: — · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**942.**

105617L

[Two Scooters · Tutorial](#)

Rating: — · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: —

[MisterGir's solution](#)

**943.**

104687B

[A B C D E F G H I J K L M N O P Q R S T U V W X Y Z](#)

Rating: — · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**944.**

1055951

[A B C D E F G H I J K L M N O P Q R S T U V W X Y Z](#)

Rating: — · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**945.**

105591A

[A B C D E F G H I J K L M N O P Q R S T U V W X Y Z](#)

Rating: — · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**946.**

105608A

[A B C D E F G H I J K L M N O P Q R S T U V W X Y Z](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MisterGir's solution](#)

**947.**

undefined112

[a<sup>b</sup> - b<sup>a</sup> · Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: \*special

[MisterGir's solution](#)

**948.**

undefined123

[The sum · Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[MisterGir's solution](#)

**949.**

103810E

[A B C D E F G H I J K L M N O P Q R S T U V W X Y Z](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**950.**

103810D

[A B C D E F G H I J K L M N O P Q R S T U V W X Y Z](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**951.**

103810C

[BDDHCTB](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**952.**

103810B

[AÖD#D`9 D\\$0CÖ5D`](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**953.**

103810A

[B40riaCä2C#0](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**954.**

105329C

[AÖÖrBCäOD`0Dò ?D 8CÖFCTAD 0](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**955.**

105329B

[AÄÖC#AC,,<C ;DÄ=Cä5 Dt8D ;Cä](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**956.**

105329A

[B\\$ÖCjaGC,,AC`0](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**957.**

1047765

[BD5Dte@ AD6Cä= C, 4D 5C\\$=C,,9 C#0CÄ5CÖL](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**958.**

1047764

[AÖÖC#C 6CD5CÖ8CR CDt0D BCÖ8C#>C" >C`8CÄ?C,,0CDK](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**959.**

1047763

[B,5ÖrBE @C#8](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**960.**

1047762

[A·@CÖBDÄÖ C, AE AD\\$@D°](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**961.**

1047761

[Aö@Dö#D`5 C, >C#@D46CÖ>D BC€](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —



[MisterGir's solution](#)

**973.**

105264M

[Kaaa · Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**974.**

105264A

[Goals, Goals! Everywhere · Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**975.**

100093D

[D · Tutorial](#)

Rating: — · first AC: 2024-03-09 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**976.**

100246A

[A · Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**977.**

104239A

[A`0C>D 0D\\$>D =D´5 D 0C >D\\$K](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**978.**

1044413

[Treasure Hunter · Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**979.**

105213D2

[AÔ5C\\$8CD0CÔ=D´9 CÄ0D AC,,2](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**980.**

105212B

[AÄ`Ddä C 3C,,GCTAC=0Dò ;C 1C](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**981.**

105212C

[AöBdñ AöBdñ@C,,O Aö5Cö?C,,=Cà](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**982.**

1044402

[Aö@Cä3D 5D AC,,O](#)

Rating: — · first AC: 2024-06-10 · PyPy 3 (first AC) · Tags: —

[MisterGir's solution](#)

**983.**

1044405

[AD>0f0 Cä5 C\\$KDt8D\\$0CÖ8CP](#)

Rating: — · first AC: 2024-06-10 · PyPy 3 (first AC) · Tags: —

[MisterGir's solution](#)

**984.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[MisterGir's solution](#)

**985.**

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[MisterGir's solution](#)

**986.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[MisterGir's solution](#)

**987.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[MisterGir's solution](#)

**988.**

100093E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**989.**

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special, constructive algorithms, implementation, sortings

[MisterGir's solution](#)

**990.**

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special, constructive algorithms, data structures, sortings

[MisterGir's solution](#)

**991.**

100093F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**992.**

100093C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**993.**

100093B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**994.**

100093A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MisterGir's solution](#)

**995.**

105011A

[B\\$@CTCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)

**996.**

102263A

[Is It Easy ? · Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)

**997.**

103586D

[A5>CD7<CÔ0Dò ;C 1Cä@C BCä@C,,O](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)

**998.**

102951C

[LCS on Permutations · Tutorial](#)

Rating: — · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)

**999.**

101788L

[Xor D,,10DrisC](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)

**1000.**

101788A

[B`UCmG,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)

**1001.**

103586A

[Robot Production · Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)

**1002.**

103031C

[B,,5D`BC,,7CÔ0Dt=D`5 CD>C#CCÄ5CÔBD°](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)

**1003.**

103031B

[Arranging Utensils · Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)

**1004.**

103031A

[A5>CDA`5D" ECTHD\\$5C4>C](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[MisterGir's solution](#)