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Filters: none

Count: 1,107

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 800 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math

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2.

2218C

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

Quality: 26,392 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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3.

2218B

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

Quality: 33,634 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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4.

2218A

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

Quality: 34,872 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, math

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5.

2210A

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

Quality: 22,219 global accepts · Rating: 800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

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6.

2211A

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

Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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7.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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8.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,532 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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9.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,729 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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10.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,200 global accepts · Rating: 800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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11.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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12.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,460 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings
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13.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,109 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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14.

2205B

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

Quality: 16,165 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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15.

2205A

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

Quality: 17,293 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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16.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,975 global accepts · Rating: 800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math
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17.

2192A

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

Quality: 17,903 global accepts · Rating: 800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
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18.

2195A

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

Quality: 35,444 global accepts · Rating: 800 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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19.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,830 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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20.

2193B

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

Quality: 30,113 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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21.

2193A

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

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22.

2189A

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

Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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23.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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24.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,069 global accepts · Rating: 800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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25.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,076 global accepts · Rating: 800 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

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26.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

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27.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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28.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,326 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[More's solution](#)

29.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[More's solution](#)

30.

2179B

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

Quality: 28,336 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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31.

2179A

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

Quality: 34,419 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

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32.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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33.

2180A

[Carnival Wheel](#) · [Tutorial](#)

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34.

2176A

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35.

2173A

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

Quality: 23,778 global accepts · Rating: 800 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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36.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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37.

2170A

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

Quality: 19,908 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

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38.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,895 global accepts · Rating: 800 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

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39.

2157A

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

Quality: 16,490 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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40.

2171A

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

Quality: 37,245 global accepts · Rating: 800 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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41.

2163A

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

Quality: 19,593 global accepts · Rating: 800 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

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42.

2164A

[Sequence Game](#) · [Tutorial](#)

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43.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math
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44.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,054 global accepts · Rating: 800 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
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45.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,810 global accepts · Rating: 800 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
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46.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,449 global accepts · Rating: 800 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
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47.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
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48.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,165 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
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49.

2162A

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

Quality: 41,586 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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50.

2153B

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

Quality: 22,586 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
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51.

2153A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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52.

2145A

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

Quality: 30,750 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
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53.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,161 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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54.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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55.

2149B

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Quality: 33,037 global accepts · Rating: 800 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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56.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,901 global accepts · Rating: 800 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math

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57.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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58.

2147A

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

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59.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

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60.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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61.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,043 global accepts · Rating: 800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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62.

2148A

[Sublime Sequence](#) · [Tutorial](#)

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63.

2140A

[Shift Sort](#) · [Tutorial](#)

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64.

2137A

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65.

2134A

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66.

2133B

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67.

2133A

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68.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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69.

2131B

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

Quality: 30,950 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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70.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,864 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math

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71.

2116A

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

Quality: 26,972 global accepts · Rating: 800 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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72.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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73.

2130A

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

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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74.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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75.

2125A

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

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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76.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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77.

2126B

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

Quality: 37,688 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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78.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,074 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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79.

2124A

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

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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80.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,197 global accepts · Rating: 800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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81.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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82.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

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83.

2112A

[Race](#) · [Tutorial](#)

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84.

2120A

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

Quality: 20,324 global accepts · Rating: 800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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85.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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86.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,278 global accepts · Rating: 800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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87.

2113A

[Shashliks](#) · [Tutorial](#)

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88.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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89.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,165 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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90.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,043 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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91.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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92.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,200 global accepts · Rating: 800 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

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93.

2110A

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

Quality: 29,826 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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94.

2109A

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

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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95.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

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96.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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97.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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98.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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99.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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100.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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101.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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102.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,274 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: strings

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103.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,836 global accepts · Rating: 800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

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104.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[More's solution](#)

105.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,541 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math

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106.

2090A

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Quality: 21,373 global accepts · Rating: 800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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107.

2092A

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108.

2091B

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109.

2091A

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110.

1978B

[New Bakery](#) · [Tutorial](#)

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111.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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112.

2082A

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Quality: 11,206 global accepts · Rating: 800 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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113.

2075A

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114.

2078A

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115.

2074B

[The Third Side](#) · [Tutorial](#)

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116.

2074A

[Draw a Square](#) · [Tutorial](#)

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117.

2071A

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118.

2070A

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119.

2072A

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120.

2067A

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121.

2069A

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

Quality: 26,548 global accepts · Rating: 800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

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122.

2064A

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123.

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

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124.

2065A

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

Quality: 55,628 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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125.

2059A

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[More's solution](#)

126.

2062A

[String](#) · [Tutorial](#)

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127.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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128.

2061A

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

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129.

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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130.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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131.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math
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132.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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133.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
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134.

2043A

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

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135.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,753 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[More's solution](#)

136.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[More's solution](#)

137.

2049A

[MEX Destruction](#) · [Tutorial](#)

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138.

2048A

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

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139.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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140.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,972 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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141.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,208 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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142.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[More's solution](#)

143.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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144.

2047A

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

Quality: 17,838 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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145.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

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146.

2034A

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

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147.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

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148.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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149.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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150.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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151.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,695 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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152.

2031A

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

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153.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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154.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,740 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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155.

2036A

[Quintomania](#) · [Tutorial](#)

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156.

2032A

[Circuit](#) · [Tutorial](#)

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157.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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158.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

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159.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

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160.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,014 global accepts · Rating: 800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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161.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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162.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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163.

2025A

[Two Screens](#) · [Tutorial](#)

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164.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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165.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

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166.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,134 global accepts · Rating: 800 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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167.

2020A

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Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

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168.

2014B

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

Quality: 33,189 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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169.

2014A

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Quality: 45,704 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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170.

2013A

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171.

2010B

[Three Brothers](#) · [Tutorial](#)

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172.

2010A

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Quality: 21,266 global accepts · Rating: 800 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
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173.

2007A

[Dora's Set](#) · [Tutorial](#)

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174.

2009B

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Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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175.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,956 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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176.

2008C

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Quality: 36,475 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
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177.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings
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178.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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179.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
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180.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
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181.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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182.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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183.

2004A

[Closest Point](#) · [Tutorial](#)

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184.

2000B

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185.

2000A

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186.

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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187.

1998A

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188.

1999C

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Quality: 41,638 global accepts · Rating: 800 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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189.

1999A

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Quality: 83,917 global accepts · Rating: 800 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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190.

1993A

[Question Marks](#) · [Tutorial](#)

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191.

1997A

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192.

1991A

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Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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193.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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194.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,375 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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195.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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196.

1994A

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Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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197.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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198.

1992A

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199.

1983A

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Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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200.

1987A

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Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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201.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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202.

1982A

[Soccer](#) · [Tutorial](#)

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203.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,982 global accepts · Rating: 800 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings

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204.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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205.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,364 global accepts · Rating: 800 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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206.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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207.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,366 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[More's solution](#)

208.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,207 global accepts · Rating: 900 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

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209.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

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210.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,851 global accepts · Rating: 900 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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211.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,974 global accepts · Rating: 900 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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212.

2178B

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213.

2166B

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Quality: 18,110 global accepts · Rating: 900 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

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214.

2157B

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Quality: 12,851 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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215.

2171B

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Quality: 27,098 global accepts · Rating: 900 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math

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216.

2169A

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Quality: 19,052 global accepts · Rating: 900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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217.

2149C

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[More's solution](#)

218.

2148C

[Pacer](#) · [Tutorial](#)

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219.

2140B

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220.

2137B

[Fun Permutation](#) · [Tutorial](#)

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221.

2132B

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Quality: 33,546 global accepts · Rating: 900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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222.

2102B

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Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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223.

2102A

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Quality: 21,462 global accepts · Rating: 900 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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224.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[More's solution](#)

225.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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226.

2110B

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Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

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227.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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228.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,488 global accepts · Rating: 900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

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229.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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230.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[More's solution](#)

231.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, strings

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232.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[More's solution](#)

233.

2060C

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Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers

[More's solution](#)

234.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[More's solution](#)

235.

2047B

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

Quality: 19,247 global accepts · Rating: 900 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings

[More's solution](#)

236.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[More's solution](#)

237.

2031B

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238.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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239.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[More's solution](#)

240.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[More's solution](#)

241.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[More's solution](#)

242.

2013B

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

Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[More's solution](#)

243.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[More's solution](#)

244.

2007B

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

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[More's solution](#)

245.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings

[More's solution](#)

246.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[More's solution](#)

247.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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248.

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[More's solution](#)

249.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,403 global accepts · Rating: 900 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[More's solution](#)

250.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[More's solution](#)

251.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[More's solution](#)

252.

2203B

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

Quality: 14,285 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[More's solution](#)

253.

2192B

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

Quality: 14,543 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[More's solution](#)

254.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,416 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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255.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,711 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[More's solution](#)

256.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings

[More's solution](#)

257.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[More's solution](#)

258.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[More's solution](#)

259.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation
[More's solution](#)

260.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,810 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[More's solution](#)

261.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[More's solution](#)

262.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[More's solution](#)

263.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[More's solution](#)

264.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,911 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[More's solution](#)

265.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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266.

2148D

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

Quality: 26,737 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[More's solution](#)

267.

2132C1

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

Quality: 27,734 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[More's solution](#)

268.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[More's solution](#)

269.

2123C

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

Quality: 30,877 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

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270.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,737 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[More's solution](#)

271.

2114C

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Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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272.

2104B

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Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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273.

2106C

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Quality: 25,607 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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274.

2093C

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Quality: 30,842 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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275.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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276.

2092B

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Quality: 24,815 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[More's solution](#)

277.

2091C

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Quality: 28,831 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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278.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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279.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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280.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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281.

2051C

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Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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282.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[More's solution](#)

283.

2034B

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Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

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284.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[More's solution](#)

285.

2037C

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

Quality: 25,529 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[More's solution](#)

286.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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287.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[More's solution](#)

288.

2000C

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

Quality: 31,424 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

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289.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

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290.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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291.

1999B

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Quality: 41,742 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

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292.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[More's solution](#)

293.

1986B

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

Quality: 30,131 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[More's solution](#)

294.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,105 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[More's solution](#)

295.

2218D

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

Quality: 18,392 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[More's solution](#)

296.

2211B

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

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[More's solution](#)

297.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[More's solution](#)

298.

2195C

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

Quality: 20,523 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[More's solution](#)

299.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,570 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[More's solution](#)

300.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[More's solution](#)

301.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[More's solution](#)

302.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[More's solution](#)

303.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[More's solution](#)

304.

2179C

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

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings

[More's solution](#)

305.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[More's solution](#)

306.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[More's solution](#)

307.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[More's solution](#)

308.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,323 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[More's solution](#)

309.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[More's solution](#)

310.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[More's solution](#)

311.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[More's solution](#)

312.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,909 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[More's solution](#)

313.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,617 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[More's solution](#)

314.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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315.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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316.

2125C

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

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[More's solution](#)

317.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[More's solution](#)

318.

2126C

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

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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319.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,114 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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320.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

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321.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

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322.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

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323.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[More's solution](#)

324.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[More's solution](#)

325.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[More's solution](#)

326.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,858 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[More's solution](#)

327.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[More's solution](#)

328.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[More's solution](#)

329.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, implementation, math

[More's solution](#)

330.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[More's solution](#)

331.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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332.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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333.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[More's solution](#)

334.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[More's solution](#)

335.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[More's solution](#)

336.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[More's solution](#)

337.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[More's solution](#)

338.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[More's solution](#)

339.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[More's solution](#)

340.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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341.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings
[More's solution](#)

342.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[More's solution](#)

343.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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344.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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345.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,041 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings
[More's solution](#)

346.

2030C

[A TRUE Battle](#) · [Tutorial](#)

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347.

2025B

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

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

348.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,456 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[More's solution](#)

349.

2009C

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

Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[More's solution](#)

350.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[More's solution](#)

351.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

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352.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,670 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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353.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[More's solution](#)

354.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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355.

1997B

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Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[More's solution](#)

356.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[More's solution](#)

357.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[More's solution](#)

358.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[More's solution](#)

359.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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360.

2218E

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

Quality: 14,051 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

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361.

2210C1

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

Quality: 12,787 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[More's solution](#)

362.

2196A

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

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[More's solution](#)

363.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[More's solution](#)

364.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,129 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[More's solution](#)

365.

2182C

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

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

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366.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[More's solution](#)

367.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[More's solution](#)

368.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,946 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[More's solution](#)

369.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[More's solution](#)

370.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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371.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[More's solution](#)

372.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,062 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[More's solution](#)

373.

2137D

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

Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[More's solution](#)

374.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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375.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[More's solution](#)

376.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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377.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[More's solution](#)

378.

2126D

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

Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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379.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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380.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

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381.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[More's solution](#)

382.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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383.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[More's solution](#)

384.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
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385.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[More's solution](#)

386.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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387.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
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388.

2092C

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

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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389.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[More's solution](#)

390.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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391.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[More's solution](#)

392.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[More's solution](#)

393.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

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394.

2065D

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

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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395.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[More's solution](#)

396.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[More's solution](#)

397.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

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398.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,916 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[More's solution](#)

399.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[More's solution](#)

400.

2050C

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

Quality: 24,998 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

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401.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[More's solution](#)

402.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[More's solution](#)

403.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[More's solution](#)

404.

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
[More's solution](#)

405.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[More's solution](#)

406.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[More's solution](#)

407.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[More's solution](#)

408.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[More's solution](#)

409.

2003C

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

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[More's solution](#)

410.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
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411.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
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412.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,026 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[More's solution](#)

413.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[More's solution](#)

414.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[More's solution](#)

415.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[More's solution](#)

416.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[More's solution](#)

417.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
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418.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[More's solution](#)

419.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[More's solution](#)

420.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math
[More's solution](#)

421.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,421 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[More's solution](#)

422.

2211C1

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

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers
[More's solution](#)

423.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,082 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[More's solution](#)

424.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[More's solution](#)

425.

2201A1

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

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[More's solution](#)

426.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[More's solution](#)

427.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[More's solution](#)

428.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[More's solution](#)

429.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[More's solution](#)

430.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths

[More's solution](#)

431.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[More's solution](#)

432.

2179D

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

Quality: 13,511 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[More's solution](#)

433.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-12 · last AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[More's solution](#)

434.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[More's solution](#)

435.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,108 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[More's solution](#)

436.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers
[More's solution](#)

437.

2145C

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

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings
[More's solution](#)

438.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games
[More's solution](#)

439.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[More's solution](#)

440.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms
[More's solution](#)

441.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[More's solution](#)

442.

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[More's solution](#)

443.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[More's solution](#)

444.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[More's solution](#)

445.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[More's solution](#)

446.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[More's solution](#)

447.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[More's solution](#)

448.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[More's solution](#)

449.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,204 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[More's solution](#)

450.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[More's solution](#)

451.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[More's solution](#)

452.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[More's solution](#)

453.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[More's solution](#)

454.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers

[More's solution](#)

455.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[More's solution](#)

456.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[More's solution](#)

457.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[More's solution](#)

458.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[More's solution](#)

459.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[More's solution](#)

460.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[More's solution](#)

461.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[More's solution](#)

462.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[More's solution](#)

463.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[More's solution](#)

464.

2050D

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

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[More's solution](#)

465.

2041A

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

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[More's solution](#)

466.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,745 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[More's solution](#)

467.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[More's solution](#)

468.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices

[More's solution](#)

469.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[More's solution](#)

470.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math

[More's solution](#)

471.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[More's solution](#)

472.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[More's solution](#)

473.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[More's solution](#)

474.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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475.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[More's solution](#)

476.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[More's solution](#)

477.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[More's solution](#)

478.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[More's solution](#)

479.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,910 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[More's solution](#)

480.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[More's solution](#)

481.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[More's solution](#)

482.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[More's solution](#)

483.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[More's solution](#)

484.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[More's solution](#)

485.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,576 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[More's solution](#)

486.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,841 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[More's solution](#)

487.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[More's solution](#)

488.

2156C

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

Quality: 12,283 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[More's solution](#)

489.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[More's solution](#)

490.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[More's solution](#)

491.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[More's solution](#)

492.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[More's solution](#)

493.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[More's solution](#)

494.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,116 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[More's solution](#)

495.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,321 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees

[More's solution](#)

496.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[More's solution](#)

497.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[More's solution](#)

498.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[More's solution](#)

499.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[More's solution](#)

500.

2111D

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

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[More's solution](#)

501.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,006 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[More's solution](#)

502.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[More's solution](#)

503.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[More's solution](#)

504.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[More's solution](#)

505.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[More's solution](#)

506.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[More's solution](#)

507.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[More's solution](#)

508.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[More's solution](#)

509.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[More's solution](#)

510.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[More's solution](#)

511.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[More's solution](#)

512.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[More's solution](#)

513.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · last AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[More's solution](#)

514.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[More's solution](#)

515.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[More's solution](#)

516.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[More's solution](#)

517.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[More's solution](#)

518.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[More's solution](#)

519.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[More's solution](#)

520.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[More's solution](#)

521.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[More's solution](#)

522.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[More's solution](#)

523.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[More's solution](#)

524.

2010C1

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

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

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525.

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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526.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[More's solution](#)

527.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[More's solution](#)

528.

2000E

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

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, math

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529.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[More's solution](#)

530.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[More's solution](#)

531.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[More's solution](#)

532.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[More's solution](#)

533.

2218F

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

Quality: 7,260 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[More's solution](#)

534.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory

[More's solution](#)

535.

2205C

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

Quality: 7,727 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[More's solution](#)

536.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,023 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math
[More's solution](#)

537.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,549 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[More's solution](#)

538.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,220 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[More's solution](#)

539.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[More's solution](#)

540.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[More's solution](#)

541.

2169D1

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

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[More's solution](#)

542.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,023 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[More's solution](#)

543.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[More's solution](#)

544.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[More's solution](#)

545.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,273 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[More's solution](#)

546.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[More's solution](#)

547.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

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548.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,370 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

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549.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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550.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

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551.

2115A

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

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552.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[More's solution](#)

553.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

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554.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

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555.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[More's solution](#)

556.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,440 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
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557.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math
[More's solution](#)

558.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[More's solution](#)

559.

2070C

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Quality: 13,825 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
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560.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[More's solution](#)

561.

2067C

[Devyatkino](#) · [Tutorial](#)

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562.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[More's solution](#)

563.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,250 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[More's solution](#)

564.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[More's solution](#)

565.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[More's solution](#)

566.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[More's solution](#)

567.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,499 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[More's solution](#)

568.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,628 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[More's solution](#)

569.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[More's solution](#)

570.

2008E

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

Quality: 13,224 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[More's solution](#)

571.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[More's solution](#)

572.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[More's solution](#)

573.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[More's solution](#)

574.

1999G1

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

Quality: 14,525 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

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575.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[More's solution](#)

576.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[More's solution](#)

577.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[More's solution](#)

578.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[More's solution](#)

579.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[More's solution](#)

580.

2207C

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

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[More's solution](#)

581.

2207B

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

Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[More's solution](#)

582.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,579 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[More's solution](#)

583.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[More's solution](#)

584.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[More's solution](#)

585.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[More's solution](#)

586.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[More's solution](#)

587.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[More's solution](#)

588.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,126 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
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589.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[More's solution](#)

590.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
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591.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
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592.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules
[More's solution](#)

593.

2132D

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

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math
[More's solution](#)

594.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[More's solution](#)

595.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
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596.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[More's solution](#)

597.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[More's solution](#)

598.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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599.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[More's solution](#)

600.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[More's solution](#)

601.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[More's solution](#)

602.

2085C

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

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[More's solution](#)

603.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[More's solution](#)

604.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[More's solution](#)

605.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[More's solution](#)

606.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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607.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[More's solution](#)

608.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

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609.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

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610.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

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611.

2052A

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Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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612.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,197 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

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613.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,955 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[More's solution](#)

614.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[More's solution](#)

615.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[More's solution](#)

616.

2046B

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

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[More's solution](#)

617.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[More's solution](#)

618.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,211 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[More's solution](#)

619.

2037E

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

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[More's solution](#)

620.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[More's solution](#)

621.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[More's solution](#)

622.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[More's solution](#)

623.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[More's solution](#)

624.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[More's solution](#)

625.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[More's solution](#)

626.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,483 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[More's solution](#)

627.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[More's solution](#)

628.

2203D

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

Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory

[More's solution](#)

629.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[More's solution](#)

630.

2201A2

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

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[More's solution](#)

631.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[More's solution](#)

632.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[More's solution](#)

633.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,130 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[More's solution](#)

634.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[More's solution](#)

635.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[More's solution](#)

636.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[More's solution](#)

637.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[More's solution](#)

638.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[More's solution](#)

639.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[More's solution](#)

640.

2132E

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

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[More's solution](#)

641.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[More's solution](#)

642.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[More's solution](#)

643.

2123F

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

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[More's solution](#)

644.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[More's solution](#)

645.

2113C

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

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[More's solution](#)

646.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[More's solution](#)

647.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[More's solution](#)

648.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[More's solution](#)

649.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[More's solution](#)

650.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[More's solution](#)

651.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[More's solution](#)

652.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[More's solution](#)

653.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[More's solution](#)

654.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[More's solution](#)

655.

2071C

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

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[More's solution](#)

656.

2072F

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

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[More's solution](#)

657.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[More's solution](#)

658.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[More's solution](#)

659.

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs

[More's solution](#)

660.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[More's solution](#)

661.

2044G1

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

Quality: 7,315 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[More's solution](#)

662.

2050F

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

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[More's solution](#)

663.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[More's solution](#)

664.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[More's solution](#)

665.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[More's solution](#)

666.

2031D

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

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[More's solution](#)

667.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[More's solution](#)

668.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[More's solution](#)

669.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[More's solution](#)

670.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[More's solution](#)

671.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[More's solution](#)

672.

2010C2

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

Quality: 4,581 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[More's solution](#)

673.

2009F

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

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[More's solution](#)

674.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[More's solution](#)

675.

1999G2

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

Quality: 11,025 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary

search

[More's solution](#)

676.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[More's solution](#)

677.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[More's solution](#)

678.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[More's solution](#)

679.

1982D

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

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[More's solution](#)

680.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory, sortings

[More's solution](#)

681.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,606 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[More's solution](#)

682.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[More's solution](#)

683.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[More's solution](#)

684.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[More's solution](#)

685.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[More's solution](#)

686.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[More's solution](#)

687.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[More's solution](#)

688.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[More's solution](#)

689.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[More's solution](#)

690.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[More's solution](#)

691.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[More's solution](#)

692.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[More's solution](#)

693.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[More's solution](#)

694.

2179E

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

Quality: 5,780 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[More's solution](#)

695.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[More's solution](#)

696.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[More's solution](#)

697.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[More's solution](#)

698.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[More's solution](#)

699.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[More's solution](#)

700.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[More's solution](#)

701.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[More's solution](#)

702.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[More's solution](#)

703.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[More's solution](#)

704.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[More's solution](#)

705.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,929 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[More's solution](#)

706.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[More's solution](#)

707.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[More's solution](#)

708.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[More's solution](#)

709.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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710.

2091F

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Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

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711.

2081A

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712.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

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713.

2069D

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Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

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714.

2043D

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715.

2042C

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716.

2045M

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717.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

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718.

2020D

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Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

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719.

2032D

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Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

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720.

2035D

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[More's solution](#)

721.

2033F

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722.

2025D

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

[More's solution](#)

723.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[More's solution](#)

724.

2014E

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Quality: 8,725 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

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725.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

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726.

2008G

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Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[More's solution](#)

727.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[More's solution](#)

728.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · last AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[More's solution](#)

729.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[More's solution](#)

730.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[More's solution](#)

731.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 1900 · first AC: 2026-04-08 · last AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[More's solution](#)

732.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[More's solution](#)

733.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[More's solution](#)

734.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[More's solution](#)

735.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[More's solution](#)

736.

2184G

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

Quality: 2,964 global accepts · Rating: 1900 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[More's solution](#)

737.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[More's solution](#)

738.

2180D

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Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[More's solution](#)

739.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[More's solution](#)

740.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[More's solution](#)

741.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[More's solution](#)

742.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[More's solution](#)

743.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[More's solution](#)

744.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[More's solution](#)

745.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[More's solution](#)

746.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[More's solution](#)

747.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, number theory
[More's solution](#)

748.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
[More's solution](#)

749.

2137F

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

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, sortings
[More's solution](#)

750.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[More's solution](#)

751.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[More's solution](#)

752.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
[More's solution](#)

753.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[More's solution](#)

754.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,361 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, sortings
[More's solution](#)

755.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[More's solution](#)

756.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[More's solution](#)

757.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[More's solution](#)

758.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[More's solution](#)

759.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[More's solution](#)

760.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · last AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[More's solution](#)

761.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[More's solution](#)

762.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[More's solution](#)

763.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[More's solution](#)

764.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[More's solution](#)

765.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[More's solution](#)

766.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[More's solution](#)

767.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[More's solution](#)

768.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

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769.

2044G2

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

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[More's solution](#)

770.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,043 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[More's solution](#)

771.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[More's solution](#)

772.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[More's solution](#)

773.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[More's solution](#)

774.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[More's solution](#)

775.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[More's solution](#)

776.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[More's solution](#)

777.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

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778.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[More's solution](#)

779.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[More's solution](#)

780.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[More's solution](#)

781.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[More's solution](#)

782.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[More's solution](#)

783.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 1900 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[More's solution](#)

784.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[More's solution](#)

785.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

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786.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

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787.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

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788.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[More's solution](#)

789.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

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790.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[More's solution](#)

791.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[More's solution](#)

792.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[More's solution](#)

793.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[More's solution](#)

794.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[More's solution](#)

795.

2215B

[RRRepppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[More's solution](#)

796.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,068 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[More's solution](#)

797.

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[More's solution](#)

798.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, sortings

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799.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[More's solution](#)

800.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[More's solution](#)

801.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[More's solution](#)

802.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[More's solution](#)

803.

2158D

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

Quality: 3,283 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[More's solution](#)

804.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

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805.

2171E

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806.

2165C

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807.

2154C2

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808.

2146D2

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809.

2140D

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810.

2138C2

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811.

2135C

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812.

2131G

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813.

2129C2

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814.

2114F

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815.

2103D

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816.

2096D

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817.

2085D

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819.

2075D

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820.

2074F

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821.

2061E

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822.

2062E1

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823.

2063D

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824.

2052J

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825.

2055D

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826.

2057D

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827.

2051F

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828.

2048E

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829.

2045B

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830.

2041M

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831.

2041C

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832.

2020E

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833.

2037G

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834.

2028D

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835.

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836.

1987E

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837.

1994E

[Wooden Game](#) · [Tutorial](#)

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838.

1988D

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Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

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839.

1992G

[Ultra-Meow](#) · [Tutorial](#)

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840.

2210D

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841.

2210C2

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842.

2207E1

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843.

2205E

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844.

2192E

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845.

2193G

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Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

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846.

2183E

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847.

2183D2

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848.

2170E

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849.

2169D2

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850.

2163D1

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

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851.

2161D

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852.

2162F

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853.

2159B

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854.

2145E

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855.

2152E

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856.

2149G

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857.

2150C

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858.

2135D1

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859.

2132F

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860.

2127E

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861.

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862.

2124E

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863.

2123G

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864.

2107D

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865.

2092E

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866.

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867.

2052D

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868.

2051G

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2044H

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870.

2040E

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871.

2046C

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872.

2045I

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873.

2038K

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874.

2038B

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875.

2037F

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876.

2031E

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877.

2029E

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878.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

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879.

2008H

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880.

2003D2

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

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881.

2004E

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882.

1998D

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883.

2215C

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Quality: 624 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, communication,

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884.

2209E

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Quality: 1,767 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

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885.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

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886.

2207D

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887.

2203E

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Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-26 · last AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

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888.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

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889.

2179H

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890.

2179G

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

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891.

13C

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Quality: 5,469 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

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892.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,681 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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893.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

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894.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

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895.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

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896.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

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897.

2140E1

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Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

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898.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

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899.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

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900.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

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901.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

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902.

2114G

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Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

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903.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

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904.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

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905.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

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906.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

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907.

2072G

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Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

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908.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

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909.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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910.

2060F

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Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

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911.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[More's solution](#)

912.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

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913.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

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914.

2034E

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Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

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915.

2039E

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Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

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916.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

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917.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

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918.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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919.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

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920.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

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921.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

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922.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

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923.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

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924.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

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925.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

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926.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

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927.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

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928.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, trees

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929.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

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930.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

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931.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[More's solution](#)

932.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

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933.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

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934.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · last AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

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935.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[More's solution](#)

936.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

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937.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

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938.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

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939.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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940.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

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941.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

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942.

2107F1

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

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943.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

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944.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

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945.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

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946.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

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947.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

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948.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

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949.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

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950.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

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951.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

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952.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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953.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

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954.

2035E

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Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

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955.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

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956.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

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957.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

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958.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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959.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

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960.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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961.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[More's solution](#)

962.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
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963.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
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964.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
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965.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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966.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
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967.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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968.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
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969.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
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970.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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971.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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972.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

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973.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

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974.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[More's solution](#)

975.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[More's solution](#)

976.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[More's solution](#)

977.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[More's solution](#)

978.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[More's solution](#)

979.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[More's solution](#)

980.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[More's solution](#)

981.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[More's solution](#)

982.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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983.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[More's solution](#)

984.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[More's solution](#)

985.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[More's solution](#)

986.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[More's solution](#)

987.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[More's solution](#)

988.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[More's solution](#)

989.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[More's solution](#)

990.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[More's solution](#)

991.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[More's solution](#)

992.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[More's solution](#)

993.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[More's solution](#)

994.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[More's solution](#)

995.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[More's solution](#)

996.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[More's solution](#)

997.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[More's solution](#)

998.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[More's solution](#)

999.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[More's solution](#)

1000.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[More's solution](#)

1001.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[More's solution](#)

1002.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[More's solution](#)

1003.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[More's solution](#)

1004.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[More's solution](#)

1005.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[More's solution](#)

1006.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[More's solution](#)

1007.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[More's solution](#)

1008.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[More's solution](#)

1009.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[More's solution](#)

1010.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[More's solution](#)

1011.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[More's solution](#)**1012.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[More's solution](#)**1013.**

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[More's solution](#)**1014.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[More's solution](#)**1015.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[More's solution](#)**1016.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[More's solution](#)**1017.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[More's solution](#)**1018.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[More's solution](#)**1019.**

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[More's solution](#)**1020.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[More's solution](#)

1021.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[More's solution](#)

1022.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,278 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[More's solution](#)

1023.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[More's solution](#)

1024.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,740 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[More's solution](#)

1025.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,018 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[More's solution](#)

1026.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[More's solution](#)

1027.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 14,937 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[More's solution](#)

1028.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[More's solution](#)

1029.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,301 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[More's solution](#)

1030.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[More's solution](#)

1031.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

math, two pointers

[More's solution](#)

1032.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[More's solution](#)

1033.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[More's solution](#)

1034.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[More's solution](#)

1035.

2222D

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

Quality: 3,174 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[More's solution](#)

1036.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[More's solution](#)

1037.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,259 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[More's solution](#)

1038.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[More's solution](#)

1039.

2225D

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

Quality: 6,597 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[More's solution](#)

1040.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,306 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[More's solution](#)

1041.

2225B

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

Quality: 14,109 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[More's solution](#)

1042.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[More's solution](#)

1043.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[More's solution](#)

1044.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[More's solution](#)

1045.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,979 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[More's solution](#)

1046.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[More's solution](#)

1047.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[More's solution](#)

1048.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[More's solution](#)

1049.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[More's solution](#)

1050.

105632K

[Brotato](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1051.

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1052.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[More's solution](#)

1053.

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1054.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[More's solution](#)

1055.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1056.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · Python 3 (first AC) · Tags: —

[More's solution](#)

1057.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1058.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1059.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1060.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[More's solution](#)

1061.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1062.

105484F

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1063.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[More's solution](#)

1064.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1065.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[More's solution](#)

1066.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1067.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[More's solution](#)

1068.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[More's solution](#)

1069.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · last AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1070.

105578G

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

Rating: — · first AC: 2025-08-09 · PyPy 3-64 (first AC) · Tags: —

[More's solution](#)

1071.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1072.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1073.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1074.

105588D

[Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1075.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1076.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1077.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1078.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1079.

105588M

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

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1080.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1081.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1082.

105657G

[Gathering Mushrooms](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1083.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1084.

105657M

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

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1085.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1086.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1087.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1088.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1089.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1090.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1091.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1092.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1093.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[More's solution](#)

1094.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1095.

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[WÚNŽ Lambda of v,,QsNŽ p-Ůf epN R`R|û~ßz3\[š`v,,c¢zvN ^”u\(](#)

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