

Unique solved — MusicBox

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Filters: none

Count: 705

1.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[MusicBox's solution](#)

2.

2147A

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

Quality: 18,646 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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3.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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4.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 800 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math

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5.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

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6.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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7.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[MusicBox's solution](#)

8.

2043A

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

Quality: 26,990 global accepts · Rating: 800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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9.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[MusicBox's solution](#)

10.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[MusicBox's solution](#)

11.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[MusicBox's solution](#)

12.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[MusicBox's solution](#)

13.

2031A

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

Quality: 20,950 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[MusicBox's solution](#)

14.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[MusicBox's solution](#)

15.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[MusicBox's solution](#)

16.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[MusicBox's solution](#)

17.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math
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18.

2030A

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

Quality: 27,585 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[MusicBox's solution](#)

19.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[MusicBox's solution](#)

20.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MusicBox's solution](#)

21.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

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[MusicBox's solution](#)

22.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

23.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[MusicBox's solution](#)

24.

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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25.

1997A

[Strong Password](#) · [Tutorial](#)

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[MusicBox's solution](#)

26.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MusicBox's solution](#)

27.

1975A

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

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[MusicBox's solution](#)

28.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,916 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MusicBox's solution](#)

29.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[MusicBox's solution](#)

30.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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31.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[MusicBox's solution](#)

32.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[MusicBox's solution](#)

33.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,262 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[MusicBox's solution](#)

34.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-28 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[MusicBox's solution](#)

35.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-07-02 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

36.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,990 global accepts · Rating: 800 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[MusicBox's solution](#)

37.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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38.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · last AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

39.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[MusicBox's solution](#)

40.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[MusicBox's solution](#)

41.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[MusicBox's solution](#)

42.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[MusicBox's solution](#)

43.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,206 global accepts · Rating: 800 · first AC: 2024-07-16 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[MusicBox's solution](#)

44.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,647 global accepts · Rating: 800 · first AC: 2024-05-30 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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45.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[MusicBox's solution](#)

46.

1969A

[Two Friends](#) · [Tutorial](#)

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[MusicBox's solution](#)

47.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,444 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[MusicBox's solution](#)

48.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MusicBox's solution](#)

49.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

50.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-27 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[MusicBox's solution](#)

51.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-27 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[MusicBox's solution](#)

52.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,371 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[MusicBox's solution](#)

53.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[MusicBox's solution](#)

54.

1930A

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

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[MusicBox's solution](#)

55.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[MusicBox's solution](#)

56.

1929A

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

Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MusicBox's solution](#)

57.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[MusicBox's solution](#)

58.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[MusicBox's solution](#)

59.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[MusicBox's solution](#)

60.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-25 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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61.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,854 global accepts · Rating: 800 · first AC: 2024-01-18 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[MusicBox's solution](#)

62.

1921B

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[MusicBox's solution](#)

63.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

64.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[MusicBox's solution](#)

65.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MusicBox's solution](#)

66.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[MusicBox's solution](#)

67.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MusicBox's solution](#)

68.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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69.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[MusicBox's solution](#)

70.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MusicBox's solution](#)

71.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MusicBox's solution](#)

72.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

73.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,257 global accepts · Rating: 800 · first AC: 2023-12-03 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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74.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2024-01-23 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

75.

1898A

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

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-27 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[MusicBox's solution](#)

76.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,723 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[MusicBox's solution](#)

77.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[MusicBox's solution](#)

78.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,364 global accepts · Rating: 800 · first AC: 2023-10-08 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[MusicBox's solution](#)

79.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[MusicBox's solution](#)

80.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MusicBox's solution](#)

81.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MusicBox's solution](#)

82.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,038 global accepts · Rating: 800 · first AC: 2023-08-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

83.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[MusicBox's solution](#)

84.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-08-12 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[MusicBox's solution](#)

85.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,079 global accepts · Rating: 800 · first AC: 2023-07-23 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[MusicBox's solution](#)

86.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[MusicBox's solution](#)

87.

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[MusicBox's solution](#)

88.

1850C

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

Quality: 53,549 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[MusicBox's solution](#)

89.

1850B

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

Quality: 50,384 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[MusicBox's solution](#)

90.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[MusicBox's solution](#)

91.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[MusicBox's solution](#)

92.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[MusicBox's solution](#)

93.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-11-28 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: strings
[MusicBox's solution](#)

94.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[MusicBox's solution](#)

95.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-12-07 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[MusicBox's solution](#)

96.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[MusicBox's solution](#)

97.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[MusicBox's solution](#)

98.

1805B

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

Quality: 19,977 global accepts · Rating: 800 · first AC: 2023-11-29 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[MusicBox's solution](#)

99.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,961 global accepts · Rating: 800 · first AC: 2023-11-29 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force
[MusicBox's solution](#)

100.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2024-01-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[MusicBox's solution](#)

101.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-09-17 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[MusicBox's solution](#)

102.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-08-22 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

103.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-02-14 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[MusicBox's solution](#)

104.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

105.

1783A

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

Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-08 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[MusicBox's solution](#)

106.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[MusicBox's solution](#)

107.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,037 global accepts · Rating: 800 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

108.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[MusicBox's solution](#)

109.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[MusicBox's solution](#)

110.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-08-20 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[MusicBox's solution](#)

111.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-08-20 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[MusicBox's solution](#)

112.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,070 global accepts · Rating: 800 · first AC: 2023-08-23 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[MusicBox's solution](#)

113.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-20 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[MusicBox's solution](#)

114.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2024-07-05 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
[MusicBox's solution](#)

115.

1760B

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

Quality: 53,351 global accepts · Rating: 800 · first AC: 2024-07-05 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[MusicBox's solution](#)

116.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2024-07-05 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[MusicBox's solution](#)

117.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-08-28 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[MusicBox's solution](#)

118.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[MusicBox's solution](#)

119.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,870 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[MusicBox's solution](#)

120.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[MusicBox's solution](#)

121.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[MusicBox's solution](#)

122.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2023-08-29 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[MusicBox's solution](#)

123.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

124.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

125.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[MusicBox's solution](#)

126.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[MusicBox's solution](#)

127.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[MusicBox's solution](#)

128.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2024-05-13 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[MusicBox's solution](#)

129.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

130.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2022-08-04 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[MusicBox's solution](#)

131.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[MusicBox's solution](#)

132.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[MusicBox's solution](#)

133.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,194 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[MusicBox's solution](#)

134.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,271 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[MusicBox's solution](#)

135.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,309 global accepts · Rating: 800 · first AC: 2022-07-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[MusicBox's solution](#)

136.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,183 global accepts · Rating: 800 · first AC: 2022-07-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[MusicBox's solution](#)

137.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · last AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[MusicBox's solution](#)

138.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-07-08 · last AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[MusicBox's solution](#)

139.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2023-08-31 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[MusicBox's solution](#)

140.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MusicBox's solution](#)

141.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-10-08 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MusicBox's solution](#)

142.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,641 global accepts · Rating: 800 · first AC: 2022-05-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[MusicBox's solution](#)

143.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,655 global accepts · Rating: 800 · first AC: 2022-05-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[MusicBox's solution](#)

144.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,443 global accepts · Rating: 800 · first AC: 2022-05-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MusicBox's solution](#)

145.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2024-04-18 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[MusicBox's solution](#)

146.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,900 global accepts · Rating: 800 · first AC: 2024-04-18 · last AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[MusicBox's solution](#)

147.

1611B

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

Quality: 31,919 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[MusicBox's solution](#)

148.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

149.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2022-10-13 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MusicBox's solution](#)

150.

2062B

[Clockwork](#) · [Tutorial](#)

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

[MusicBox's solution](#)

151.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[MusicBox's solution](#)

152.

2028A

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

Quality: 20,311 global accepts · Rating: 900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[MusicBox's solution](#)

153.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[MusicBox's solution](#)

154.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[MusicBox's solution](#)

155.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[MusicBox's solution](#)

156.

2013B

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

Quality: 28,254 global accepts · Rating: 900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[MusicBox's solution](#)

157.

2005A

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

Quality: 26,254 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[MusicBox's solution](#)

158.

1992C

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

Quality: 33,274 global accepts · Rating: 900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

159.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-20 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings

[MusicBox's solution](#)

160.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MusicBox's solution](#)

161.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[MusicBox's solution](#)

162.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,549 global accepts · Rating: 900 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[MusicBox's solution](#)

163.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 900 · first AC: 2024-04-30 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: games

[MusicBox's solution](#)

164.

1927B

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

Quality: 38,142 global accepts · Rating: 900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[MusicBox's solution](#)

165.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,606 global accepts · Rating: 900 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

166.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[MusicBox's solution](#)

167.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MusicBox's solution](#)

168.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

169.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[MusicBox's solution](#)

170.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

171.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MusicBox's solution](#)

172.

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

173.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[MusicBox's solution](#)

174.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

175.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-01-05 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

176.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2023-08-28 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

177.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-04 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

178.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

179.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[MusicBox's solution](#)

180.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[MusicBox's solution](#)

181.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2023-12-01 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: strings

[MusicBox's solution](#)

182.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,819 global accepts · Rating: 1000 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

183.

2147B

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

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

184.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[MusicBox's solution](#)

185.

2039B

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

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

[MusicBox's solution](#)

186.

2005B1

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

Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[MusicBox's solution](#)

187.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-07-27 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[MusicBox's solution](#)

188.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-02 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[MusicBox's solution](#)

189.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[MusicBox's solution](#)

190.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

191.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[MusicBox's solution](#)

192.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[MusicBox's solution](#)

193.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[MusicBox's solution](#)

194.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[MusicBox's solution](#)

195.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[MusicBox's solution](#)

196.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: strings

[MusicBox's solution](#)

197.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[MusicBox's solution](#)

198.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[MusicBox's solution](#)

199.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MusicBox's solution](#)

200.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MusicBox's solution](#)

201.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-06 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[MusicBox's solution](#)

202.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

203.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

204.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[MusicBox's solution](#)

205.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2023-08-23 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MusicBox's solution](#)

206.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[MusicBox's solution](#)

207.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2024-07-05 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[MusicBox's solution](#)

208.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[MusicBox's solution](#)

209.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MusicBox's solution](#)

210.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[MusicBox's solution](#)

211.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2023-09-21 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

212.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2022-06-21 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[MusicBox's solution](#)

213.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[MusicBox's solution](#)

214.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

215.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[MusicBox's solution](#)

216.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[MusicBox's solution](#)

217.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[MusicBox's solution](#)

218.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MusicBox's solution](#)

219.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[MusicBox's solution](#)

220.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MusicBox's solution](#)

221.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[MusicBox's solution](#)

222.

1997B

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

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

[MusicBox's solution](#)

223.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MusicBox's solution](#)

224.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[MusicBox's solution](#)

225.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MusicBox's solution](#)

226.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[MusicBox's solution](#)

227.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MusicBox's solution](#)

228.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-07-16 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MusicBox's solution](#)

229.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MusicBox's solution](#)

230.

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[MusicBox's solution](#)

231.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-26 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[MusicBox's solution](#)

232.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[MusicBox's solution](#)

233.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[MusicBox's solution](#)

234.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[MusicBox's solution](#)

235.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[MusicBox's solution](#)

236.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[MusicBox's solution](#)

237.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[MusicBox's solution](#)

238.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[MusicBox's solution](#)

239.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-09-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[MusicBox's solution](#)

240.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[MusicBox's solution](#)

241.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[MusicBox's solution](#)

242.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MusicBox's solution](#)

243.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[MusicBox's solution](#)

244.

1862C

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

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[MusicBox's solution](#)

245.

1850E

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

Quality: 35,013 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math

[MusicBox's solution](#)

246.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-11-28 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers

[MusicBox's solution](#)

247.

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-12-07 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[MusicBox's solution](#)

248.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2024-01-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

249.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-08-22 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

250.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[MusicBox's solution](#)

251.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

252.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2024-07-05 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[MusicBox's solution](#)

253.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2024-05-13 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[MusicBox's solution](#)

254.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-07-16 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

255.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings

[MusicBox's solution](#)

256.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[MusicBox's solution](#)

257.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2023-08-31 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[MusicBox's solution](#)

258.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-05-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[MusicBox's solution](#)

259.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2023-12-01 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[MusicBox's solution](#)

260.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[MusicBox's solution](#)

261.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[MusicBox's solution](#)

262.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[MusicBox's solution](#)

263.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[MusicBox's solution](#)

264.

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[MusicBox's solution](#)

265.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-07-27 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[MusicBox's solution](#)

266.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, strings

[MusicBox's solution](#)

267.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[MusicBox's solution](#)

268.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

269.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-28 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

greedy, strings

[MusicBox's solution](#)

270.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-07-02 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[MusicBox's solution](#)

271.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · last AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MusicBox's solution](#)

272.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[MusicBox's solution](#)

273.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[MusicBox's solution](#)

274.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-11 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[MusicBox's solution](#)

275.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[MusicBox's solution](#)

276.

1922B

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

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-18 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[MusicBox's solution](#)

277.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[MusicBox's solution](#)

278.

1909B

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

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[MusicBox's solution](#)

279.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[MusicBox's solution](#)

280.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[MusicBox's solution](#)

281.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[MusicBox's solution](#)

282.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[MusicBox's solution](#)

283.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-11-28 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[MusicBox's solution](#)

284.

1808B

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

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2023-03-29 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[MusicBox's solution](#)

285.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2023-08-22 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers
[MusicBox's solution](#)

286.

1792B

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

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[MusicBox's solution](#)

287.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: games
[MusicBox's solution](#)

288.

1734C

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

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2022-09-23 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[MusicBox's solution](#)

289.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[MusicBox's solution](#)

290.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-10-08 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

291.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2024-04-18 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

292.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2022-10-13 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MusicBox's solution](#)

293.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[MusicBox's solution](#)

294.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[MusicBox's solution](#)

295.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[MusicBox's solution](#)

296.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[MusicBox's solution](#)

297.

2023A

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

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MusicBox's solution](#)

298.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy,

implementation, sortings, two pointers

[MusicBox's solution](#)

299.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[MusicBox's solution](#)

300.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[MusicBox's solution](#)

301.

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MusicBox's solution](#)

302.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[MusicBox's solution](#)

303.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[MusicBox's solution](#)

304.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[MusicBox's solution](#)

305.

1973B

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

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[MusicBox's solution](#)

306.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[MusicBox's solution](#)

307.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,645 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[MusicBox's solution](#)

308.

1927D

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

Quality: 33,189 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[MusicBox's solution](#)

309.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[MusicBox's solution](#)

310.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[MusicBox's solution](#)

311.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[MusicBox's solution](#)

312.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[MusicBox's solution](#)

313.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[MusicBox's solution](#)

314.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[MusicBox's solution](#)

315.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[MusicBox's solution](#)

316.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MusicBox's solution](#)

317.

1850F

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

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[MusicBox's solution](#)

318.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[MusicBox's solution](#)

319.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-12-07 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[MusicBox's solution](#)

320.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[MusicBox's solution](#)

321.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[MusicBox's solution](#)

322.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2023-08-23 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[MusicBox's solution](#)

323.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[MusicBox's solution](#)

324.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[MusicBox's solution](#)

325.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-05-13 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[MusicBox's solution](#)

326.

1703F

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

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2022-07-12 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[MusicBox's solution](#)

327.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-10-08 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MusicBox's solution](#)

328.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[MusicBox's solution](#)

329.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2022-10-13 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[MusicBox's solution](#)

330.

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

331.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

332.

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[MusicBox's solution](#)

333.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[MusicBox's solution](#)

334.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[MusicBox's solution](#)

335.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[MusicBox's solution](#)

336.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[MusicBox's solution](#)

337.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[MusicBox's solution](#)

338.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[MusicBox's solution](#)

339.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-28 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

340.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[MusicBox's solution](#)

341.

1983C

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

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-07 · last AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[MusicBox's solution](#)

342.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MusicBox's solution](#)

343.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[MusicBox's solution](#)

344.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[MusicBox's solution](#)

345.

1931E

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

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[MusicBox's solution](#)

346.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[MusicBox's solution](#)

347.

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, two pointers

[MusicBox's solution](#)

348.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-26 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

349.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[MusicBox's solution](#)

350.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[MusicBox's solution](#)

351.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[MusicBox's solution](#)

352.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[MusicBox's solution](#)

353.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[MusicBox's solution](#)

354.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MusicBox's solution](#)

355.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[MusicBox's solution](#)

356.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[MusicBox's solution](#)

357.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-11-29 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math

[MusicBox's solution](#)

358.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MusicBox's solution](#)

359.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2023-08-28 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[MusicBox's solution](#)

360.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[MusicBox's solution](#)

361.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-08-29 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[MusicBox's solution](#)

362.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[MusicBox's solution](#)

363.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-12-01 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[MusicBox's solution](#)

364.

1972D1

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

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

[MusicBox's solution](#)

365.

1972C

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

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

[MusicBox's solution](#)

366.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[MusicBox's solution](#)

367.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[MusicBox's solution](#)

368.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MusicBox's solution](#)

369.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[MusicBox's solution](#)

370.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[MusicBox's solution](#)

371.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[MusicBox's solution](#)

372.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[MusicBox's solution](#)

373.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-27 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

374.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[MusicBox's solution](#)

375.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[MusicBox's solution](#)

376.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[MusicBox's solution](#)

377.

1817A

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

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[MusicBox's solution](#)

378.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[MusicBox's solution](#)

379.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2024-07-05 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[MusicBox's solution](#)

380.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[MusicBox's solution](#)

381.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[MusicBox's solution](#)

382.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-09-21 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[MusicBox's solution](#)

383.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings
[MusicBox's solution](#)

384.

1877D

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

Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings
[MusicBox's solution](#)

385.

1818C

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

Rating: 1500 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[MusicBox's solution](#)

386.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[MusicBox's solution](#)

387.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[MusicBox's solution](#)

388.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[MusicBox's solution](#)

389.

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[MusicBox's solution](#)

390.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[MusicBox's solution](#)

391.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[MusicBox's solution](#)

392.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2022-09-11 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[MusicBox's solution](#)

393.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2022-07-29 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[MusicBox's solution](#)

394.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[MusicBox's solution](#)

395.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-06-16 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[MusicBox's solution](#)

396.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

397.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MusicBox's solution](#)

398.

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-27 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[MusicBox's solution](#)

399.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[MusicBox's solution](#)

400.

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MusicBox's solution](#)

401.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, math

[MusicBox's solution](#)

402.

1917C

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

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[MusicBox's solution](#)

403.

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[MusicBox's solution](#)

404.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[MusicBox's solution](#)

405.

1862E

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

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[MusicBox's solution](#)

406.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2024-01-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[MusicBox's solution](#)

407.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[MusicBox's solution](#)

408.

1775C

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

Quality: 14,216 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[MusicBox's solution](#)

409.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2023-08-23 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MusicBox's solution](#)

410.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-24 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[MusicBox's solution](#)

411.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2023-08-29 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[MusicBox's solution](#)

412.

1741E

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

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MusicBox's solution](#)

413.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[MusicBox's solution](#)

414.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[MusicBox's solution](#)

415.

1703G

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

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-12 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[MusicBox's solution](#)

416.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[MusicBox's solution](#)

417.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2022-09-16 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[MusicBox's solution](#)

418.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[MusicBox's solution](#)

419.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[MusicBox's solution](#)

420.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[MusicBox's solution](#)

421.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[MusicBox's solution](#)

422.

2053D

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

Quality: 7,686 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[MusicBox's solution](#)

423.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[MusicBox's solution](#)

424.

2031D

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

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[MusicBox's solution](#)

425.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[MusicBox's solution](#)

426.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[MusicBox's solution](#)

427.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[MusicBox's solution](#)

428.

2006A

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

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[MusicBox's solution](#)

429.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-07-27 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[MusicBox's solution](#)

430.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[MusicBox's solution](#)

431.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,761 global accepts · Rating: 1700 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[MusicBox's solution](#)

432.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[MusicBox's solution](#)

433.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[MusicBox's solution](#)

434.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · last AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[MusicBox's solution](#)

435.

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[MusicBox's solution](#)

436.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[MusicBox's solution](#)

437.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[MusicBox's solution](#)

438.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[MusicBox's solution](#)

439.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[MusicBox's solution](#)

440.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[MusicBox's solution](#)

441.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MusicBox's solution](#)

442.

1903D1

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

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[MusicBox's solution](#)

443.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-27 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

444.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[MusicBox's solution](#)

445.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

constructive algorithms, data structures, dp, greedy, math

[MusicBox's solution](#)

446.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[MusicBox's solution](#)

447.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,567 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[MusicBox's solution](#)

448.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[MusicBox's solution](#)

449.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[MusicBox's solution](#)

450.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2024-07-05 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[MusicBox's solution](#)

451.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[MusicBox's solution](#)

452.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[MusicBox's solution](#)

453.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-21 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[MusicBox's solution](#)

454.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-09-22 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[MusicBox's solution](#)

455.

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[MusicBox's solution](#)

456.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory
[MusicBox's solution](#)

457.

2039C2

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

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

458.

2032D

[Genokraken](#) · [Tutorial](#)

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

459.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[MusicBox's solution](#)

460.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[MusicBox's solution](#)

461.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[MusicBox's solution](#)

462.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[MusicBox's solution](#)

463.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[MusicBox's solution](#)

464.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
[MusicBox's solution](#)

465.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[MusicBox's solution](#)

466.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-07-02 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[MusicBox's solution](#)

467.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[MusicBox's solution](#)

468.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[MusicBox's solution](#)

469.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-18 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[MusicBox's solution](#)

470.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-26 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[MusicBox's solution](#)

471.

1922E

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

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472.

1904D2

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473.

1867D

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474.

1862F

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475.

1852A

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476.

1851F

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477.

1793D

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478.

1775D

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479.

1758D

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480.

1750D

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481.

1734D

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482.

1635D

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483.

1475D

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Quality: 11,191 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

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484.

1108E1

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Quality: 4,900 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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485.

1853C

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486.

2154D

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Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers
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487.

2064D

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488.

2053E

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489.

2029D

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490.

2013D

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491.

1991E

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492.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[MusicBox's solution](#)

493.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
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494.

294C

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495.

222E

[Decoding Genome](#) · [Tutorial](#)

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[MusicBox's solution](#)

496.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[MusicBox's solution](#)

497.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[MusicBox's solution](#)

498.

1989D

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Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-28 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[MusicBox's solution](#)

499.

1986F

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500.

1969D

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501.

1957D

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502.

1929D

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503.

1928D

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structures, greedy, math, ternary search

[MusicBox's solution](#)

504.

1927F

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505.

1925D

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506.

1909D

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507.

1922D

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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

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508.

1921F

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Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

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509.

1920D

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510.

1918D

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511.

1906E

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512.

1902D

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513.

1898D

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Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-27 · last AC: 2024-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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514.

1847D

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515.

1717D

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516.

1702G1

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517.

1430E

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518.

1183H

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519.

1220D

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520.

2154C2

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521.

2103D

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522.

2062E1

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Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
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523.

388C

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Quality: 3,818 global accepts · Rating: 2000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
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524.

2057D

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525.

2020E

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526.

78C

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527.

490E

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528.

1994E

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529.

1984D

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530.

1992G

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531.

1988D

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532.

1987E

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Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-02 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
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533.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[MusicBox's solution](#)

534.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-27 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

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535.

1931G

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536.

1905D

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[MusicBox's solution](#)

537.

1753C

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2022-10-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[MusicBox's solution](#)

538.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-07-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[MusicBox's solution](#)

539.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[MusicBox's solution](#)

540.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[MusicBox's solution](#)

541.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

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542.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest

paths

[MusicBox's solution](#)

543.

1754E

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

Quality: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

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544.

2150C

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Quality: 2,661 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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545.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · last AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[MusicBox's solution](#)

546.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[MusicBox's solution](#)

547.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-07-27 · last AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[MusicBox's solution](#)

548.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math

[MusicBox's solution](#)

549.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[MusicBox's solution](#)

550.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-02-27 · last AC: 2024-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers

[MusicBox's solution](#)

551.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[MusicBox's solution](#)

552.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

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553.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, sortings

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554.

1920E

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Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[MusicBox's solution](#)

555.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[MusicBox's solution](#)

556.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

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557.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[MusicBox's solution](#)

558.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

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559.

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-11-28 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[MusicBox's solution](#)

560.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MusicBox's solution](#)

561.

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[MusicBox's solution](#)

562.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-08-30 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[MusicBox's solution](#)

563.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-12-01 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[MusicBox's solution](#)

564.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MusicBox's solution](#)

565.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[MusicBox's solution](#)

566.

1265E

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

Quality: 4,524 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[MusicBox's solution](#)

567.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[MusicBox's solution](#)

568.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[MusicBox's solution](#)

569.

2062D

[Balanced Tree](#) · [Tutorial](#)

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

[MusicBox's solution](#)

570.

2039E

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

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

[MusicBox's solution](#)

571.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[MusicBox's solution](#)

572.

2025E

[Card Game](#) · [Tutorial](#)

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

[MusicBox's solution](#)

573.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[MusicBox's solution](#)

574.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[MusicBox's solution](#)

575.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[MusicBox's solution](#)

576.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[MusicBox's solution](#)

577.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[MusicBox's solution](#)

578.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-01-12 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[MusicBox's solution](#)

579.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MusicBox's solution](#)

580.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[MusicBox's solution](#)

581.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[MusicBox's solution](#)

582.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[MusicBox's solution](#)

583.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[MusicBox's solution](#)

584.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-11-28 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[MusicBox's solution](#)

585.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[MusicBox's solution](#)

586.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-05-13 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[MusicBox's solution](#)

587.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[MusicBox's solution](#)

588.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[MusicBox's solution](#)

589.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2024-01-17 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[MusicBox's solution](#)

590.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[MusicBox's solution](#)

591.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2024-01-17 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[MusicBox's solution](#)

592.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[MusicBox's solution](#)

593.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[MusicBox's solution](#)

594.

1972D2

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

Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[MusicBox's solution](#)

595.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · last AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[MusicBox's solution](#)

596.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[MusicBox's solution](#)

597.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees
[MusicBox's solution](#)

598.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
[MusicBox's solution](#)

599.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[MusicBox's solution](#)

600.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp
[MusicBox's solution](#)

601.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[MusicBox's solution](#)

602.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[MusicBox's solution](#)

603.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[MusicBox's solution](#)

604.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-10-13 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[MusicBox's solution](#)

605.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2022-10-24 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[MusicBox's solution](#)

606.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[MusicBox's solution](#)

607.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MusicBox's solution](#)

608.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-16 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[MusicBox's solution](#)

609.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-10 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[MusicBox's solution](#)

610.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[MusicBox's solution](#)

611.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[MusicBox's solution](#)

612.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute

force, dfs and similar, dp, graphs, greedy, math, trees

[MusicBox's solution](#)

613.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[MusicBox's solution](#)

614.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[MusicBox's solution](#)

615.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[MusicBox's solution](#)

616.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[MusicBox's solution](#)

617.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-08-30 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[MusicBox's solution](#)

618.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2024-02-02 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[MusicBox's solution](#)

619.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[MusicBox's solution](#)

620.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[MusicBox's solution](#)

621.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[MusicBox's solution](#)

622.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[MusicBox's solution](#)

623.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[MusicBox's solution](#)

624.

2032E

[Balanced](#) · [Tutorial](#)

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

[MusicBox's solution](#)

625.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[MusicBox's solution](#)

626.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[MusicBox's solution](#)

627.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[MusicBox's solution](#)

628.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-21 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[MusicBox's solution](#)

629.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[MusicBox's solution](#)

630.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[MusicBox's solution](#)

631.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[MusicBox's solution](#)

632.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-11-28 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[MusicBox's solution](#)

633.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[MusicBox's solution](#)

634.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[MusicBox's solution](#)

635.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[MusicBox's solution](#)

636.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-01-24 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[MusicBox's solution](#)

637.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-10-11 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[MusicBox's solution](#)

638.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2024-01-24 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[MusicBox's solution](#)

639.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[MusicBox's solution](#)

640.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MusicBox's solution](#)

641.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[MusicBox's solution](#)

642.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[MusicBox's solution](#)

643.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-20 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[MusicBox's solution](#)

644.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-03 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[MusicBox's solution](#)

645.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[MusicBox's solution](#)

646.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[MusicBox's solution](#)

647.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · last AC: 2024-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[MusicBox's solution](#)

648.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[MusicBox's solution](#)

649.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[MusicBox's solution](#)

650.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[MusicBox's solution](#)

651.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[MusicBox's solution](#)

652.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[MusicBox's solution](#)

653.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[MusicBox's solution](#)

654.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[MusicBox's solution](#)

655.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-19 · last AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[MusicBox's solution](#)

656.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics

[MusicBox's solution](#)

657.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[MusicBox's solution](#)

658.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[MusicBox's solution](#)

659.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-20 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[MusicBox's solution](#)

660.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-03 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[MusicBox's solution](#)

661.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[MusicBox's solution](#)

662.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[MusicBox's solution](#)

663.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[MusicBox's solution](#)

664.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[MusicBox's solution](#)

665.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MusicBox's solution](#)

666.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[MusicBox's solution](#)

667.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[MusicBox's solution](#)

668.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[MusicBox's solution](#)

669.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[MusicBox's solution](#)

670.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[MusicBox's solution](#)

671.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dfs and similar, greedy, trees

[MusicBox's solution](#)

672.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[MusicBox's solution](#)

673.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[MusicBox's solution](#)

674.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[MusicBox's solution](#)

675.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[MusicBox's solution](#)

676.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[MusicBox's solution](#)

677.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[MusicBox's solution](#)

678.

1732E

[Location](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2800 · first AC: 2024-07-29 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory

[MusicBox's solution](#)

679.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-02-05 · last AC: 2024-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[MusicBox's solution](#)

680.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[MusicBox's solution](#)

681.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[MusicBox's solution](#)

682.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-04 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MusicBox's solution](#)

683.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[MusicBox's solution](#)

684.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[MusicBox's solution](#)

685.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[MusicBox's solution](#)

686.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-25 · last AC: 2026-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[MusicBox's solution](#)

687.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[MusicBox's solution](#)

688.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[MusicBox's solution](#)

689.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, shortest paths, strings

[MusicBox's solution](#)

690.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[MusicBox's solution](#)

691.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-10-27 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[MusicBox's solution](#)

692.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[MusicBox's solution](#)

693.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[MusicBox's solution](#)

694.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-07-03 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory

[MusicBox's solution](#)

695.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2022-11-21 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MusicBox's solution](#)

696.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees

[MusicBox's solution](#)

697.

103729J

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

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[MusicBox's solution](#)

698.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[MusicBox's solution](#)

699.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[MusicBox's solution](#)

700.

103729B

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

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[MusicBox's solution](#)

701.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[MusicBox's solution](#)

702.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[MusicBox's solution](#)

703.

104725F

[gmlsg](#) · [P^R](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[MusicBox's solution](#)

704.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[MusicBox's solution](#)

705.

104725A

[u7424](#) · [eQ•N](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[MusicBox's solution](#)