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<https://cfelitetracker.vercel.app>

Unique solved — N z

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

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

Filters: none

Count: 1,840

1.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[N z 's solution](#)

2.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[N z 's solution](#)

3.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[N z 's solution](#)

4.

2002A

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

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

[N z 's solution](#)

5.

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

[N z 's solution](#)

6.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[N z 's solution](#)

7.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[N z 's solution](#)

8.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-28 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[N z 's solution](#)

9.

1982A

[Soccer](#) · [Tutorial](#)

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

[N z 's solution](#)

10.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[N_z_'s solution](#)

11.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[N_z_'s solution](#)

12.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[N_z_'s solution](#)

13.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[N_z_'s solution](#)

14.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[N_z_'s solution](#)

15.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search
[N_z_'s solution](#)

16.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[N_z_'s solution](#)

17.

1985B

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

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

18.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[N_z_'s solution](#)

19.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[N_z_'s solution](#)

20.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[N z 's solution](#)

21.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: math
[N z 's solution](#)

22.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[N z 's solution](#)

23.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[N z 's solution](#)

24.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[N z 's solution](#)

25.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[N z 's solution](#)

26.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[N z 's solution](#)

27.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings
[N z 's solution](#)

28.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,924 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[N z 's solution](#)

29.

1974B

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

Quality: 34,489 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[N z 's solution](#)

30.

1971A

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

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[N_z_'s solution](#)

31.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[N_z_'s solution](#)

32.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[N_z_'s solution](#)

33.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[N_z_'s solution](#)

34.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[N_z_'s solution](#)

35.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[N_z_'s solution](#)

36.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[N_z_'s solution](#)

37.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[N_z_'s solution](#)

38.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[N_z_'s solution](#)

39.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[N_z_'s solution](#)

40.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[N_z_'s solution](#)

41.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[N_z_'s solution](#)

42.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[N_z_'s solution](#)

43.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[N_z_'s solution](#)

44.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[N_z_'s solution](#)

45.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[N_z_'s solution](#)

46.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[N_z_'s solution](#)

47.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[N_z_'s solution](#)

48.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[N_z_'s solution](#)

49.

1950A

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

Quality: 69,458 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[N_z_'s solution](#)

50.

1933B

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

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[N_z_'s solution](#)

51.

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[N_z_'s solution](#)

52.

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-18 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[N_z_'s solution](#)

53.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[N_z_'s solution](#)

54.

1946A

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

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[N_z_'s solution](#)

55.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[N_z_'s solution](#)

56.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-01-10 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[N_z_'s solution](#)

57.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[N_z_'s solution](#)

58.

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[N_z_'s solution](#)

59.

1899A

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

Quality: 92,817 global accepts · Rating: 800 · first AC: 2023-12-06 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[N_z_'s solution](#)

60.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,149 global accepts · Rating: 800 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[N_z_'s solution](#)

61.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[N_z_'s solution](#)

62.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[N_z_'s solution](#)

63.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,696 global accepts · Rating: 800 · first AC: 2023-11-30 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[N_z_'s solution](#)

64.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-18 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[N_z_'s solution](#)

65.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-07 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[N_z_'s solution](#)

66.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-25 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[N_z_'s solution](#)

67.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[N_z_'s solution](#)

68.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-19 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[N_z_'s solution](#)

69.

1914A

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

Quality: 35,157 global accepts · Rating: 800 · first AC: 2023-12-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[N_z_'s solution](#)

70.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[N_z_'s solution](#)

71.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,814 global accepts · Rating: 800 · first AC: 2024-01-02 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[N_z_'s solution](#)

72.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2024-01-02 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[N_z_'s solution](#)

73.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,191 global accepts · Rating: 800 · first AC: 2024-01-02 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[N_z_'s solution](#)

74.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-25 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[N_z_'s solution](#)

75.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-08 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[N_z_'s solution](#)

76.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-08 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[N_z_'s solution](#)

77.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[N_z_'s solution](#)

78.

1926A

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

Quality: 62,211 global accepts · Rating: 800 · first AC: 2024-02-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[N_z_'s solution](#)

79.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[N_z_'s solution](#)

80.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-06 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[N_z_'s solution](#)

81.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[N_z_'s solution](#)

82.

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-16 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[N_z_'s solution](#)

83.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-16 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[N_z_'s solution](#)

84.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-21 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[N_z_'s solution](#)

85.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[N_z_'s solution](#)

86.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[N_z_'s solution](#)

87.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[N_z_'s solution](#)

88.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[N_z_'s solution](#)

89.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[N_z_'s solution](#)

90.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[N_z_'s solution](#)

91.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[N_z_'s solution](#)

92.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[N z 's solution](#)

93.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[N z 's solution](#)

94.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[N z 's solution](#)

95.

1870A

[MEXanized Array](#) · [Tutorial](#)

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96.

1866A

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97.

1859A

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98.

49A

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99.

1851B

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100.

1851A

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101.

1722B

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102.

1807A

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103.

1799A

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104.

1776A

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105.

1731A

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106.

1773F

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107.

1765B

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108.

1748A

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109.

1750B

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110.

1750A

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111.

1740B

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112.

1740A

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algorithms, number theory

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113.

1754B

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114.

1754A

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115.

1744B

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116.

1744A

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117.

1736A

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118.

1735A

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119.

1738A

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120.

1730A

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121.

1733A

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122.

952A

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123.

1729B

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124.

1729A

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125.

1728B

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126.

1728A

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127.

1725A

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128.

1716A

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129.

1714C

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130.

1714B

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131.

1704A

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132.

1637A

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133.

1634A

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134.

1631A

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136.

1621A

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137.

1616A

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138.

1623A

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139.

1705A

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140.

1638A

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141.

1708A

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142.

1699A

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143.

1688B

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144.

1688A

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145.

1629B

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146.

1629A

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147.

1619B

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148.

1619A

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149.

1615A

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150.

1617A

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151.

1611B

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152.

1611A

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153.

1608A

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154.

1614A

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1586A

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156.

141A

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157.

999A

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158.

1581A

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159.

1566B

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1566A

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161.

1556A

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162.

1557A

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163.

1554A

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164.

1553A

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1530B

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166.

1530A

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167.

1550A

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168.

734B

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169.

1492A

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170.

2007B

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171.

1921C

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Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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172.

1985D

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Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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173.

1973A

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174.

1971C

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175.

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176.

1918B

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177.

1927B

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178.

1954A

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179.

1951A

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[N_z_'s solution](#)

180.

1945B

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[N_z_'s solution](#)

181.

1896B

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Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

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182.

1900B

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183.

1904A

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184.

1915D

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Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-01-02 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[N_z_'s solution](#)

185.

1941C

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186.

1875A

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187.

1879B

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188.

1771A

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189.

1732B

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Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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190.

1471A

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191.

1735B

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Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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192.

1733B

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Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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193.

1714A

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Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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194.

1705B

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Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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195.

1699B

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[N_z_'s solution](#)

196.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[N_z_'s solution](#)

197.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: strings

[N z 's solution](#)

198.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[N z 's solution](#)

199.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[N z 's solution](#)

200.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[N z 's solution](#)

201.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[N z 's solution](#)

202.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[N z 's solution](#)

203.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[N z 's solution](#)

204.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[N z 's solution](#)

205.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[N z 's solution](#)

206.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[N z 's solution](#)

207.

2002B

[Removals Game](#) · [Tutorial](#)

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

208.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[N z 's solution](#)

209.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[N z 's solution](#)

210.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,114 global accepts · Rating: 1000 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[N z 's solution](#)

211.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[N z 's solution](#)

212.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[N z 's solution](#)

213.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[N z 's solution](#)

214.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[N z 's solution](#)

215.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[N z 's solution](#)

216.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[N z 's solution](#)

217.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-01-09 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[N z 's solution](#)

218.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[N_z_'s solution](#)

219.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-07 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
[N_z_'s solution](#)

220.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-19 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: strings
[N_z_'s solution](#)

221.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[N_z_'s solution](#)

222.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-21 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[N_z_'s solution](#)

223.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-15 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[N_z_'s solution](#)

224.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[N_z_'s solution](#)

225.

1876A

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

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[N_z_'s solution](#)

226.

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[N_z_'s solution](#)

227.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[N_z_'s solution](#)

228.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[N z 's solution](#)

229.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[N z 's solution](#)

230.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: math
[N z 's solution](#)

231.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[N z 's solution](#)

232.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[N z 's solution](#)

233.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[N z 's solution](#)

234.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 1000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[N z 's solution](#)

235.

1725B

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

Quality: 28,289 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[N z 's solution](#)

236.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[N z 's solution](#)

237.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[N z 's solution](#)

238.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[N z 's solution](#)

239.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,043 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[N z 's solution](#)

240.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[N z 's solution](#)

241.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1000 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[N z 's solution](#)

242.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[N z 's solution](#)

243.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[N z 's solution](#)

244.

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

[N z 's solution](#)

245.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[N z 's solution](#)

246.

1921D

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

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[N z 's solution](#)

247.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[N z 's solution](#)

248.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[N z 's solution](#)

249.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[N z 's solution](#)

250.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,562 global accepts · Rating: 1100 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[N z 's solution](#)

251.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[N z 's solution](#)

252.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[N z 's solution](#)

253.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[N z 's solution](#)

254.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[N z 's solution](#)

255.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[N z 's solution](#)

256.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[N z 's solution](#)

257.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-18 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[N z 's solution](#)

258.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[N_z_'s solution](#)

259.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[N_z_'s solution](#)

260.

1899B

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

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-12-06 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[N_z_'s solution](#)

261.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,881 global accepts · Rating: 1100 · first AC: 2023-12-06 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[N_z_'s solution](#)

262.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[N_z_'s solution](#)

263.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[N_z_'s solution](#)

264.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-11 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[N_z_'s solution](#)

265.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-18 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[N_z_'s solution](#)

266.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[N_z_'s solution](#)

267.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-25 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[N_z_'s solution](#)

268.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[N z 's solution](#)

269.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[N z 's solution](#)

270.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[N z 's solution](#)

271.

1800C2

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

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[N z 's solution](#)

272.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[N z 's solution](#)

273.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[N z 's solution](#)

274.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[N z 's solution](#)

275.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[N z 's solution](#)

276.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[N z 's solution](#)

277.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[N z 's solution](#)

278.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[N z 's solution](#)

279.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[N z 's solution](#)

280.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[N z 's solution](#)

281.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[N z 's solution](#)

282.

1708B

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

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[N z 's solution](#)

283.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[N z 's solution](#)

284.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[N z 's solution](#)

285.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[N z 's solution](#)

286.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,292 global accepts · Rating: 1100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[N z 's solution](#)

287.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[N z 's solution](#)

288.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[N z 's solution](#)

289.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[N z 's solution](#)

290.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry
[N z 's solution](#)

291.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: math
[N z 's solution](#)

292.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: math
[N z 's solution](#)

293.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math
[N z 's solution](#)

294.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[N z 's solution](#)

295.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[N z 's solution](#)

296.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[N z 's solution](#)

297.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-28 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[N z 's solution](#)

298.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[N z 's solution](#)

299.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[N z 's solution](#)

300.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[N z 's solution](#)

301.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[N z 's solution](#)

302.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[N z 's solution](#)

303.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[N z 's solution](#)

304.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[N z 's solution](#)

305.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[N z 's solution](#)

306.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[N z 's solution](#)

307.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[N z 's solution](#)

308.

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[N z 's solution](#)

309.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[N z 's solution](#)

310.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-01 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[N z 's solution](#)

311.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-07 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[N z 's solution](#)

312.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-25 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[N z 's solution](#)

313.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,106 global accepts · Rating: 1200 · first AC: 2023-12-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[N z 's solution](#)

314.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[N z 's solution](#)

315.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[N z 's solution](#)

316.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-06 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[N z 's solution](#)

317.

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[N z 's solution](#)

318.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[N z 's solution](#)

319.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[N_z_'s solution](#)

320.

958C1

[Encryption \(easy\) · Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[N_z_'s solution](#)

321.

1875B

[Jellyfish and Game · Tutorial](#)

Rating: 1200 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[N_z_'s solution](#)

322.

1870B

[Friendly Arrays · Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[N_z_'s solution](#)

323.

1859C

[Another Permutation Problem · Tutorial](#)

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[N_z_'s solution](#)

324.

1800D

[Remove Two Letters · Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[N_z_'s solution](#)

325.

1744D

[Divisibility by \$2^n\$ · Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[N_z_'s solution](#)

326.

1738B

[Prefix Sum Addicts · Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[N_z_'s solution](#)

327.

1730C

[Minimum Notation · Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[N_z_'s solution](#)

328.

1729D

[Friends and the Restaurant · Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[N_z_'s solution](#)

329.

1704C

[Virus · Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[N_z_'s solution](#)

330.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[N_z_'s solution](#)

331.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[N_z_'s solution](#)

332.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[N_z_'s solution](#)

333.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[N_z_'s solution](#)

334.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[N_z_'s solution](#)

335.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[N_z_'s solution](#)

336.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[N_z_'s solution](#)

337.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[N_z_'s solution](#)

338.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[N_z_'s solution](#)

339.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[N_z_'s solution](#)

340.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[N z 's solution](#)

341.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[N z 's solution](#)

342.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[N z 's solution](#)

343.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings

[N z 's solution](#)

344.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[N z 's solution](#)

345.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[N z 's solution](#)

346.

1978C

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

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

[N z 's solution](#)

347.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[N z 's solution](#)

348.

1980C

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

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[N z 's solution](#)

349.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[N z 's solution](#)

350.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[N z 's solution](#)

351.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[N z 's solution](#)

352.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[N z 's solution](#)

353.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[N z 's solution](#)

354.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[N z 's solution](#)

355.

1955C

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

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[N z 's solution](#)

356.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[N z 's solution](#)

357.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-18 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[N z 's solution](#)

358.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[N z 's solution](#)

359.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[N z 's solution](#)

360.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-12-06 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[N z 's solution](#)

361.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-12-06 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[N z 's solution](#)

362.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[N z 's solution](#)

363.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[N z 's solution](#)

364.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-19 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[N z 's solution](#)

365.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2024-01-02 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[N z 's solution](#)

366.

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-21 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[N z 's solution](#)

367.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-15 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[N z 's solution](#)

368.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[N z 's solution](#)

369.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

schedules, two pointers

[N z 's solution](#)

370.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[N z 's solution](#)

371.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[N z 's solution](#)

372.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[N z 's solution](#)

373.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[N z 's solution](#)

374.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[N z 's solution](#)

375.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[N z 's solution](#)

376.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[N z 's solution](#)

377.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[N z 's solution](#)

378.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[N z 's solution](#)

379.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[N z 's solution](#)

380.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[N z 's solution](#)

381.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[N z 's solution](#)

382.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[N z 's solution](#)

383.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[N z 's solution](#)

384.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[N z 's solution](#)

385.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[N z 's solution](#)

386.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[N z 's solution](#)

387.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
[N z 's solution](#)

388.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[N z 's solution](#)

389.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings
[N z 's solution](#)

390.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[N z 's solution](#)

391.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[N z 's solution](#)

392.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-28 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[N z 's solution](#)

393.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[N z 's solution](#)

394.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[N z 's solution](#)

395.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[N z 's solution](#)

396.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[N z 's solution](#)

397.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-03 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[N z 's solution](#)

398.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[N z 's solution](#)

399.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[N z 's solution](#)

400.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[N_z_'s solution](#)

401.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[N_z_'s solution](#)

402.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, two pointers

[N_z_'s solution](#)

403.

1955D

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

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[N_z_'s solution](#)

404.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[N_z_'s solution](#)

405.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[N_z_'s solution](#)

406.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[N_z_'s solution](#)

407.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[N_z_'s solution](#)

408.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-11 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[N_z_'s solution](#)

409.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-18 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[N_z_'s solution](#)

410.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,582 global accepts · Rating: 1400 · first AC: 2023-12-07 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[N z 's solution](#)

411.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-24 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[N z 's solution](#)

412.

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings

[N z 's solution](#)

413.

1914E2

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

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[N z 's solution](#)

414.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-08 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[N z 's solution](#)

415.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-16 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[N z 's solution](#)

416.

1931E

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

Quality: 25,741 global accepts · Rating: 1400 · first AC: 2024-02-15 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[N z 's solution](#)

417.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[N z 's solution](#)

418.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[N z 's solution](#)

419.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[N_z_'s solution](#)

420.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[N_z_'s solution](#)

421.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2021-04-27 · last AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[N_z_'s solution](#)

422.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[N_z_'s solution](#)

423.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[N_z_'s solution](#)

424.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[N_z_'s solution](#)

425.

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[N_z_'s solution](#)

426.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[N_z_'s solution](#)

427.

1771B

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

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

[N_z_'s solution](#)

428.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[N_z_'s solution](#)

429.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[N z 's solution](#)

430.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[N z 's solution](#)

431.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[N z 's solution](#)

432.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[N z 's solution](#)

433.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[N z 's solution](#)

434.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[N z 's solution](#)

435.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[N z 's solution](#)

436.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[N z 's solution](#)

437.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[N z 's solution](#)

438.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[N z 's solution](#)

439.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[N_z_'s solution](#)

440.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[N_z_'s solution](#)

441.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[N_z_'s solution](#)

442.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[N_z_'s solution](#)

443.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[N_z_'s solution](#)

444.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[N_z_'s solution](#)

445.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[N_z_'s solution](#)

446.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[N_z_'s solution](#)

447.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2021-03-01 · last AC: 2021-06-02 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[N_z_'s solution](#)

448.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[N_z_'s solution](#)

449.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[N_z_'s solution](#)

450.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp

[N_z_'s solution](#)

451.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[N_z_'s solution](#)

452.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[N_z_'s solution](#)

453.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1500 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[N_z_'s solution](#)

454.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[N_z_'s solution](#)

455.

1950E

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

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[N_z_'s solution](#)

456.

1933E

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

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search

[N_z_'s solution](#)

457.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[N_z_'s solution](#)

458.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[N_z_'s solution](#)

459.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2024-01-02 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

divide and conquer, sortings

[N_z_'s solution](#)

460.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-21 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[N_z_'s solution](#)

461.

1891C

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

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[N_z_'s solution](#)

462.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[N_z_'s solution](#)

463.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[N_z_'s solution](#)

464.

1851E

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

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

[N_z_'s solution](#)

465.

1800E2

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

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[N_z_'s solution](#)

466.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[N_z_'s solution](#)

467.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[N_z_'s solution](#)

468.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[N_z_'s solution](#)

469.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[N_z_'s solution](#)

470.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[N_z_'s solution](#)

471.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[N_z_'s solution](#)

472.

1744E1

[Divisible Numbers \(easy version\) · Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[N_z_'s solution](#)

473.

1738C

[Even Number Addicts · Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[N_z_'s solution](#)

474.

1722G

[Even-Odd XOR · Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[N_z_'s solution](#)

475.

1725G

[Garage · Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[N_z_'s solution](#)

476.

2A

[Winner · Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[N_z_'s solution](#)

477.

1631C

[And Matching · Tutorial](#)

Rating: 1500 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[N_z_'s solution](#)

478.

1621B

[Integers Shop · Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[N_z_'s solution](#)

479.

1616C

[Representative Edges · Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[N_z_'s solution](#)

480.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[N_z_'s solution](#)

481.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[N_z_'s solution](#)

482.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[N_z_'s solution](#)

483.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

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484.

770C

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485.

877B

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486.

144C

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487.

614A

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488.

1553D

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489.

550A

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490.

384B

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491.

608B

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492.

643A

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493.

436A

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494.

1921E

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495.

1978D

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496.

1985G

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497.

1980E

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498.

1976C

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499.

1971F

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500.

1968E

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501.

1957C

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502.

1956C

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503.

1946C

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504.

1899F

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505.

1904D1

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506.

1907E

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507.

1917C

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508.

1941E

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509.

1932E

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math, number theory

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510.

1928C

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1920C

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512.

1188A1

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513.

1875D

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514.

207D7

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515.

207D5

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516.

1771C

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517.

1B

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1753B

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521.

1722E

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522.

1714D

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523.

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524.

1708C

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1707A

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526.

1658D1

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1688D

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528.

1615C

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529.

1610C

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530.

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1566D2

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532.

1530D

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533.

559A

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534.

40B

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535.

1184D1

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536.

440B

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537.

2053D

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538.

1093D

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539.

2006A

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1983D

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1982D

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543.

1986E

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544.

1889B

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545.

1985H1

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546.

1984C2

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547.

1975D

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548.

1973C

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549.

1971G

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550.

1969C

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551.

1936A

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552.

1955E

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553.

1942C2

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554.

1950F

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555.

1945E

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556.

1948D

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557.

1896D

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558.

1898C

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559.

1901D

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560.

1903D1

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561.

1906M

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562.

1934C

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563.

1930C

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564.

1931F

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565.

1893B

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566.

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567.

1879D

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568.

896A

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1776F

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570.

1731D

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571.

1731C

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572.

1765D

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573.

1735D

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574.

1722F

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575.

1706D1

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576.

1699C

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577.

1688E

[Railway System](#) · Tutorial

Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings
[N z 's solution](#)

578.

1688C

[Manipulating History](#) · Tutorial

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[N z 's solution](#)

579.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[N_z_'s solution](#)

580.

1611E1

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

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[N_z_'s solution](#)

581.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[N_z_'s solution](#)

582.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[N_z_'s solution](#)

583.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[N_z_'s solution](#)

584.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[N_z_'s solution](#)

585.

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[N_z_'s solution](#)

586.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[N_z_'s solution](#)

587.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[N_z_'s solution](#)

588.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[N_z_'s solution](#)

589.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[N z 's solution](#)

590.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, trees

[N z 's solution](#)

591.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2021-03-31 · last AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[N z 's solution](#)

592.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[N z 's solution](#)

593.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: math, meet-in-the-middle

[N z 's solution](#)

594.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[N z 's solution](#)

595.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[N z 's solution](#)

596.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[N z 's solution](#)

597.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[N z 's solution](#)

598.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[N z 's solution](#)

599.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[N z 's solution](#)

600.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[N z 's solution](#)

601.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[N z 's solution](#)

602.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[N z 's solution](#)

603.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[N z 's solution](#)

604.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[N z 's solution](#)

605.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[N z 's solution](#)

606.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[N z 's solution](#)

607.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[N z 's solution](#)

608.

1904D2

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

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-11 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[N z 's solution](#)

609.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-07 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[N z 's solution](#)

610.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[N z 's solution](#)

611.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-01-02 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings
[N z 's solution](#)

612.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-06 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math
[N z 's solution](#)

613.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-06 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[N z 's solution](#)

614.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[N z 's solution](#)

615.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-21 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings
[N z 's solution](#)

616.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[N z 's solution](#)

617.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[N z 's solution](#)

618.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[N z 's solution](#)

619.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[N z 's solution](#)

620.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[N z 's solution](#)

621.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[N z 's solution](#)

622.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[N z 's solution](#)

623.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[N z 's solution](#)

624.

207D9

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[N z 's solution](#)

625.

207D1

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[N z 's solution](#)

626.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[N z 's solution](#)

627.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[N z 's solution](#)

628.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2022-09-15 · Python 2 (first AC) · Tags: *special, probabilities

[N z 's solution](#)

629.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[N z 's solution](#)

630.

1728D

[Letter Picking](#) · [Tutorial](#)

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

[N z 's solution](#)

631.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[N z 's solution](#)

632.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[N z 's solution](#)

633.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N z 's solution](#)

634.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[N z 's solution](#)

635.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[N z 's solution](#)

636.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[N z 's solution](#)

637.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[N z 's solution](#)

638.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[N z 's solution](#)

639.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[N z 's solution](#)

640.

1586D

[Omkar and the Meaning of Life](#) · Tutorial

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[N z 's solution](#)

641.

141C

[Queue](#) · Tutorial

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[N z 's solution](#)

642.

543A

[Writing Code](#) · Tutorial

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[N z 's solution](#)

643.

178F1

[Representative Sampling](#) · Tutorial

Quality: 459 global accepts · Rating: 1800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[N z 's solution](#)

644.

1556C

[Compressed Bracket Sequence](#) · Tutorial

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[N z 's solution](#)

645.

1556D

[Take a Guess](#) · Tutorial

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[N z 's solution](#)

646.

1328D

[Carousel](#) · Tutorial

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[N z 's solution](#)

647.

1554D

[Diane](#) · Tutorial

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[N z 's solution](#)

648.

1554C

[Mikasa](#) · Tutorial

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[N z 's solution](#)

649.

933A

[A Twisty Movement](#) · Tutorial

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[N_z_'s solution](#)

650.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2021-05-09 · last AC: 2021-05-09 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[N_z_'s solution](#)

651.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[N_z_'s solution](#)

652.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[N_z_'s solution](#)

653.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[N_z_'s solution](#)

654.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2021-03-19 · last AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[N_z_'s solution](#)

655.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[N_z_'s solution](#)

656.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, ternary search

[N_z_'s solution](#)

657.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[N_z_'s solution](#)

658.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[N_z_'s solution](#)

659.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[N_z_'s solution](#)

660.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[N_z_'s solution](#)

661.

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

[N_z_'s solution](#)

662.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-28 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[N_z_'s solution](#)

663.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[N_z_'s solution](#)

664.

1921F

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

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[N_z_'s solution](#)

665.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[N_z_'s solution](#)

666.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[N_z_'s solution](#)

667.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[N_z_'s solution](#)

668.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[N_z_'s solution](#)

669.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[N_z_'s solution](#)

670.

1969D

[Shop Game · Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[N_z_'s solution](#)

671.

1925D

[Good Trip · Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[N_z_'s solution](#)

672.

1957D

[A BIT of an Inequality · Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[N_z_'s solution](#)

673.

1918D

[Blocking Elements · Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[N_z_'s solution](#)

674.

1927F

[Microcycle · Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[N_z_'s solution](#)

675.

1955G

[GCD on a grid · Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[N_z_'s solution](#)

676.

1092F

[Tree with Maximum Cost · Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[N_z_'s solution](#)

677.

1950G

[Shuffling Songs · Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[N_z_'s solution](#)

678.

1945F

[Kirill and Mushrooms · Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[N_z_'s solution](#)

679.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[N_z_'s solution](#)

680.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[N_z_'s solution](#)

681.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[N_z_'s solution](#)

682.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-12-06 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[N_z_'s solution](#)

683.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[N_z_'s solution](#)

684.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[N_z_'s solution](#)

685.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[N_z_'s solution](#)

686.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[N_z_'s solution](#)

687.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-13 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[N_z_'s solution](#)

688.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[N_z_'s solution](#)

689.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[N_z_'s solution](#)

690.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-21 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[N_z_'s solution](#)

691.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[N_z_'s solution](#)

692.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[N_z_'s solution](#)

693.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[N_z_'s solution](#)

694.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[N_z_'s solution](#)

695.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[N_z_'s solution](#)

696.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[N_z_'s solution](#)

697.

294C

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

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[N_z_'s solution](#)

698.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[N z 's solution](#)

699.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[N z 's solution](#)

700.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[N z 's solution](#)

701.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[N z 's solution](#)

702.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[N z 's solution](#)

703.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[N z 's solution](#)

704.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[N z 's solution](#)

705.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[N z 's solution](#)

706.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[N z 's solution](#)

707.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2021-10-14 · last AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[N z 's solution](#)

708.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[N z 's solution](#)

709.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[N z 's solution](#)

710.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[N z 's solution](#)

711.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[N z 's solution](#)

712.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[N z 's solution](#)

713.

1611E2

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

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[N z 's solution](#)

714.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, trees

[N z 's solution](#)

715.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[N z 's solution](#)

716.

178E1

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[N z 's solution](#)

717.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-08-12 · last AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[N z 's solution](#)

718.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[N z 's solution](#)

719.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[N z 's solution](#)

720.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[N z 's solution](#)

721.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[N z 's solution](#)

722.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[N z 's solution](#)

723.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2021-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[N z 's solution](#)

724.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[N z 's solution](#)

725.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[N z 's solution](#)

726.

926E

[Merge Equal Elements](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 1900 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[N z 's solution](#)

727.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2021-04-06 · last AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, two pointers

[N z 's solution](#)

728.

909E

[Coproprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[N_z_'s solution](#)

729.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[N_z_'s solution](#)

730.

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[N_z_'s solution](#)

731.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[N_z_'s solution](#)

732.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[N_z_'s solution](#)

733.

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[N_z_'s solution](#)

734.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[N_z_'s solution](#)

735.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
[N_z_'s solution](#)

736.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[N_z_'s solution](#)

737.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[N_z_'s solution](#)

738.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[N_z_'s solution](#)

739.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[N_z_'s solution](#)

740.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[N_z_'s solution](#)

741.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[N_z_'s solution](#)

742.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-18 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[N_z_'s solution](#)

743.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[N_z_'s solution](#)

744.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-01 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math

[N_z_'s solution](#)

745.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-18 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[N_z_'s solution](#)

746.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[N_z_'s solution](#)

747.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-15 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics,

math, number theory

[N z 's solution](#)

748.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[N z 's solution](#)

749.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[N z 's solution](#)

750.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N z 's solution](#)

751.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[N z 's solution](#)

752.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[N z 's solution](#)

753.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[N z 's solution](#)

754.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2021-03-14 · last AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[N z 's solution](#)

755.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[N z 's solution](#)

756.

207D3

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[N z 's solution](#)

757.

207D2

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[N z 's solution](#)

758.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[N_z_'s solution](#)

759.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[N_z_'s solution](#)

760.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N_z_'s solution](#)

761.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[N_z_'s solution](#)

762.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[N_z_'s solution](#)

763.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[N_z_'s solution](#)

764.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[N_z_'s solution](#)

765.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[N_z_'s solution](#)

766.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[N_z_'s solution](#)

767.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[N_z_'s solution](#)

768.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[N z 's solution](#)

769.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[N z 's solution](#)

770.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[N z 's solution](#)

771.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[N z 's solution](#)

772.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[N z 's solution](#)

773.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[N z 's solution](#)

774.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[N z 's solution](#)

775.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[N z 's solution](#)

776.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[N z 's solution](#)

777.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: math

[N z 's solution](#)

778.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[N_z_'s solution](#)

779.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[N_z_'s solution](#)

780.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[N_z_'s solution](#)

781.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[N_z_'s solution](#)

782.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[N_z_'s solution](#)

783.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[N_z_'s solution](#)

784.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[N_z_'s solution](#)

785.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[N_z_'s solution](#)

786.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[N_z_'s solution](#)

787.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[N_z_'s solution](#)

788.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[N_z_'s solution](#)

789.

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[N_z_'s solution](#)

790.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[N_z_'s solution](#)

791.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[N_z_'s solution](#)

792.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[N_z_'s solution](#)

793.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[N_z_'s solution](#)

794.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[N_z_'s solution](#)

795.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[N_z_'s solution](#)

796.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[N_z_'s solution](#)

797.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[N_z_'s solution](#)

798.

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[N z 's solution](#)

799.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-08 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[N z 's solution](#)

800.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[N z 's solution](#)

801.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-21 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[N z 's solution](#)

802.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,199 global accepts · Rating: 2100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[N z 's solution](#)

803.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[N z 's solution](#)

804.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, probabilities

[N z 's solution](#)

805.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[N z 's solution](#)

806.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[N z 's solution](#)

807.

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[N z 's solution](#)

808.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[N z 's solution](#)

809.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[N z 's solution](#)

810.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[N z 's solution](#)

811.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[N z 's solution](#)

812.

207D10

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[N z 's solution](#)

813.

207D6

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[N z 's solution](#)

814.

207D4

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[N z 's solution](#)

815.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[N z 's solution](#)

816.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[N z 's solution](#)

817.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[N z 's solution](#)

818.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings
[N z 's solution](#)

819.

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games
[N z 's solution](#)

820.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · last AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[N z 's solution](#)

821.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[N z 's solution](#)

822.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[N z 's solution](#)

823.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[N z 's solution](#)

824.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[N z 's solution](#)

825.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search
[N z 's solution](#)

826.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy
[N z 's solution](#)

827.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[N z 's solution](#)

828.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[N z 's solution](#)

829.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[N z 's solution](#)

830.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[N z 's solution](#)

831.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[N z 's solution](#)

832.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[N z 's solution](#)

833.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[N z 's solution](#)

834.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[N z 's solution](#)

835.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[N z 's solution](#)

836.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-03-31 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[N z 's solution](#)

837.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[N z 's solution](#)

838.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[N z 's solution](#)

839.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[N_z_'s solution](#)

840.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[N_z_'s solution](#)

841.

508E

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[N_z_'s solution](#)

842.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[N_z_'s solution](#)

843.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[N_z_'s solution](#)

844.

1921G

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

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[N_z_'s solution](#)

845.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[N_z_'s solution](#)

846.

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[N_z_'s solution](#)

847.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-03 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[N_z_'s solution](#)

848.

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[N_z_'s solution](#)

849.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[N z 's solution](#)

850.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[N z 's solution](#)

851.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[N z 's solution](#)

852.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[N z 's solution](#)

853.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[N z 's solution](#)

854.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[N z 's solution](#)

855.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-07 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[N z 's solution](#)

856.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[N z 's solution](#)

857.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-21 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[N z 's solution](#)

858.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[N_z_'s solution](#)

859.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[N_z_'s solution](#)

860.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[N_z_'s solution](#)

861.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[N_z_'s solution](#)

862.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[N_z_'s solution](#)

863.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[N_z_'s solution](#)

864.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[N_z_'s solution](#)

865.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[N_z_'s solution](#)

866.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[N_z_'s solution](#)

867.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[N_z_'s solution](#)

868.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[N_z_'s solution](#)

869.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[N_z_'s solution](#)

870.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[N_z_'s solution](#)

871.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[N_z_'s solution](#)

872.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[N_z_'s solution](#)

873.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[N_z_'s solution](#)

874.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[N_z_'s solution](#)

875.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[N_z_'s solution](#)

876.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[N_z_'s solution](#)

877.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[N_z_'s solution](#)

878.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[N_z_'s solution](#)

879.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, strings

[N_z_'s solution](#)

880.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[N_z_'s solution](#)

881.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[N_z_'s solution](#)

882.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2021-05-18 · last AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[N_z_'s solution](#)

883.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: binary search, dp, trees

[N_z_'s solution](#)

884.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[N_z_'s solution](#)

885.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[N_z_'s solution](#)

886.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[N_z_'s solution](#)

887.

45B

[School](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2200 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu

[N_z_'s solution](#)

888.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[N_z_'s solution](#)

889.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[N_z_'s solution](#)

890.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[N_z_'s solution](#)

891.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[N_z_'s solution](#)

892.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[N_z_'s solution](#)

893.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[N_z_'s solution](#)

894.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[N_z_'s solution](#)

895.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[N_z_'s solution](#)

896.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[N_z_'s solution](#)

897.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[N_z_'s solution](#)

898.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[N_z_'s solution](#)

899.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[N_z_'s solution](#)

900.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[N_z_'s solution](#)

901.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[N_z_'s solution](#)

902.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[N_z_'s solution](#)

903.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[N_z_'s solution](#)

904.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[N_z_'s solution](#)

905.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-18 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[N_z_'s solution](#)

906.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[N_z_'s solution](#)

907.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[N_z_'s solution](#)

908.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[N_z_'s solution](#)

909.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[N_z_'s solution](#)

910.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[N_z_'s solution](#)

911.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[N_z_'s solution](#)

912.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[N_z_'s solution](#)

913.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[N_z_'s solution](#)

914.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[N_z_'s solution](#)

915.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[N_z_'s solution](#)

916.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[N_z_'s solution](#)

917.

1875F

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

Rating: 2300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[N_z_'s solution](#)

918.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[N_z_'s solution](#)

919.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[N_z_'s solution](#)

920.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N_z_'s solution](#)

921.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[N_z_'s solution](#)

922.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[N_z_'s solution](#)

923.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[N_z_'s solution](#)

924.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[N_z_'s solution](#)

925.

207D8

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 2300 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[N_z_'s solution](#)

926.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[N_z_'s solution](#)

927.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[N_z_'s solution](#)

928.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[N_z_'s solution](#)

929.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy,

math, number theory

[N z 's solution](#)

930.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: flows

[N z 's solution](#)

931.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2021-03-17 · last AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[N z 's solution](#)

932.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[N z 's solution](#)

933.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[N z 's solution](#)

934.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[N z 's solution](#)

935.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N z 's solution](#)

936.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[N z 's solution](#)

937.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[N z 's solution](#)

938.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[N z 's solution](#)

939.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[N z 's solution](#)

940.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[N z 's solution](#)

941.

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[N z 's solution](#)

942.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, number theory

[N z 's solution](#)

943.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy

[N z 's solution](#)

944.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[N z 's solution](#)

945.

1604E

[Extreme Extension](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[N z 's solution](#)

946.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[N z 's solution](#)

947.

602E

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: probabilities

[N z 's solution](#)

948.

774E

[Big Number and Remainder](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 2300 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, math, number theory

[N z 's solution](#)

949.

795E

[Big Number and Remainder](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, number theory

[N z 's solution](#)

950.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[N z 's solution](#)

951.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[N z 's solution](#)

952.

180B

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

Quality: 465 global accepts · Rating: 2300 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[N z 's solution](#)

953.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[N z 's solution](#)

954.

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math, two pointers

[N z 's solution](#)

955.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[N z 's solution](#)

956.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[N z 's solution](#)

957.

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[N z 's solution](#)

958.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[N z 's solution](#)

959.

1156F

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Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[N z 's solution](#)

960.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[N z 's solution](#)

961.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[N z 's solution](#)

962.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[N z 's solution](#)

963.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[N z 's solution](#)

964.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[N z 's solution](#)

965.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[N z 's solution](#)

966.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[N z 's solution](#)

967.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[N z 's solution](#)

968.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[N z 's solution](#)

969.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[N z 's solution](#)

970.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy

[N z 's solution](#)

971.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[N z 's solution](#)

972.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[N z 's solution](#)

973.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[N z 's solution](#)

974.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[N z 's solution](#)

975.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[N z 's solution](#)

976.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[N z 's solution](#)

977.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[N z 's solution](#)

978.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[N z 's solution](#)

979.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N z 's solution](#)

980.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[N z 's solution](#)

981.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings
[N_z_'s solution](#)

982.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2021-09-27 · last AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, probabilities

[N_z_'s solution](#)

983.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[N_z_'s solution](#)

984.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[N_z_'s solution](#)

985.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[N_z_'s solution](#)

986.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[N_z_'s solution](#)

987.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[N_z_'s solution](#)

988.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[N_z_'s solution](#)

989.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-02 · last AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[N_z_'s solution](#)

990.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[N_z_'s solution](#)

991.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[N_z_'s solution](#)

992.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[N_z_'s solution](#)

993.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[N_z_'s solution](#)

994.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[N_z_'s solution](#)

995.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[N_z_'s solution](#)

996.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[N_z_'s solution](#)

997.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[N_z_'s solution](#)

998.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[N_z_'s solution](#)

999.

178E3

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2300 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[N_z_'s solution](#)

1000.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[N_z_'s solution](#)

1001.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[N_z_'s solution](#)

1002.

1548D1

[Gregor and the Odd Cows \(Easy\) · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[N z 's solution](#)**1003.**

690A2

[Collective Mindsets \(medium\) · Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[N z 's solution](#)**1004.**

675E

[Trains and Statistic · Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[N z 's solution](#)**1005.**

154C

[Double Profiles · Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, sortings

[N z 's solution](#)**1006.**

915E

[Physical Education Lessons · Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[N z 's solution](#)**1007.**

383D

[Antimatter · Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[N z 's solution](#)**1008.**

432E

[Square Tiling · Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[N z 's solution](#)**1009.**

1552E

[Colors and Intervals · Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[N z 's solution](#)**1010.**

1203F2

[Complete the Projects \(hard version\) · Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[N z 's solution](#)**1011.**

317D

[Game with Powers · Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[N z 's solution](#)

1012.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry
[N_z_'s solution](#)

1013.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths
[N_z_'s solution](#)

1014.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings
[N_z_'s solution](#)

1015.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: games
[N_z_'s solution](#)

1016.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy
[N_z_'s solution](#)

1017.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings
[N_z_'s solution](#)

1018.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[N_z_'s solution](#)

1019.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[N_z_'s solution](#)

1020.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[N_z_'s solution](#)

1021.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[N_z_'s solution](#)

1022.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[N_z_'s solution](#)**1023.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[N_z_'s solution](#)**1024.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[N_z_'s solution](#)**1025.**

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[N_z_'s solution](#)**1026.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[N_z_'s solution](#)**1027.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[N_z_'s solution](#)**1028.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[N_z_'s solution](#)**1029.**

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[N_z_'s solution](#)**1030.**

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[N_z_'s solution](#)**1031.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[N_z_'s solution](#)

1032.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[N z 's solution](#)**1033.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[N z 's solution](#)**1034.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[N z 's solution](#)**1035.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices

[N z 's solution](#)**1036.**

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer

[N z 's solution](#)**1037.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[N z 's solution](#)**1038.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[N z 's solution](#)**1039.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[N z 's solution](#)**1040.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[N z 's solution](#)**1041.**

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[N z 's solution](#)

1042.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[N_z_'s solution](#)

1043.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[N_z_'s solution](#)

1044.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[N_z_'s solution](#)

1045.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices

[N_z_'s solution](#)

1046.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[N_z_'s solution](#)

1047.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-04-11 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[N_z_'s solution](#)

1048.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-18 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[N_z_'s solution](#)

1049.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[N_z_'s solution](#)

1050.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-18 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[N_z_'s solution](#)

1051.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-24 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[N_z_'s solution](#)

1052.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-13 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[N_z_'s solution](#)

1053.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[N_z_'s solution](#)

1054.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[N_z_'s solution](#)

1055.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[N_z_'s solution](#)

1056.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-21 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[N_z_'s solution](#)

1057.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1058.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[N_z_'s solution](#)

1059.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[N_z_'s solution](#)

1060.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[N_z_'s solution](#)

1061.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[N_z_'s solution](#)

1062.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[N z 's solution](#)

1063.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[N z 's solution](#)

1064.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[N z 's solution](#)

1065.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[N z 's solution](#)

1066.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[N z 's solution](#)

1067.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[N z 's solution](#)

1068.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[N z 's solution](#)

1069.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[N z 's solution](#)

1070.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[N z 's solution](#)

1071.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[N z 's solution](#)

1072.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: hashing, trees

[N_z_'s solution](#)

1073.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[N_z_'s solution](#)

1074.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[N_z_'s solution](#)

1075.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[N_z_'s solution](#)

1076.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[N_z_'s solution](#)

1077.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[N_z_'s solution](#)

1078.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[N_z_'s solution](#)

1079.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[N_z_'s solution](#)

1080.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[N_z_'s solution](#)

1081.

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[N_z_'s solution](#)

1082.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[N_z_'s solution](#)

1083.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[N_z_'s solution](#)

1084.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[N_z_'s solution](#)

1085.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1086.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, trees

[N_z_'s solution](#)

1087.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[N_z_'s solution](#)

1088.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[N_z_'s solution](#)

1089.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees

[N_z_'s solution](#)

1090.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1091.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[N_z_'s solution](#)

1092.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-05-31 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[N_z_'s solution](#)

1093.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[N z 's solution](#)

1094.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[N z 's solution](#)

1095.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[N z 's solution](#)

1096.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[N z 's solution](#)

1097.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[N z 's solution](#)

1098.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[N z 's solution](#)

1099.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[N z 's solution](#)

1100.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[N z 's solution](#)

1101.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[N z 's solution](#)

1102.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dp, greedy

[N_z_'s solution](#)

1103.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[N_z_'s solution](#)

1104.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[N_z_'s solution](#)

1105.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[N_z_'s solution](#)

1106.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[N_z_'s solution](#)

1107.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[N_z_'s solution](#)

1108.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[N_z_'s solution](#)

1109.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[N_z_'s solution](#)

1110.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[N_z_'s solution](#)

1111.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[N_z_'s solution](#)

1112.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[N z 's solution](#)

1113.

1743E

[FTL · Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[N z 's solution](#)

1114.

1764E

[Doremy's Number Line · Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[N z 's solution](#)

1115.

1770E

[Koxia and Tree · Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[N z 's solution](#)

1116.

1792E

[Divisors and Table · Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[N z 's solution](#)

1117.

1794E

[Labeling the Tree with Distances · Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[N z 's solution](#)

1118.

1804E

[Routing · Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[N z 's solution](#)

1119.

1809E

[Two Tanks · Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[N z 's solution](#)

1120.

1819C

[The Fox and the Complete Tree Traversal · Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[N z 's solution](#)

1121.

1826E

[Walk the Runway · Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[N z 's solution](#)

1122.

1827B2

[Range Sorting \(Hard Version\) · Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[N_z_'s solution](#)

1123.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[N_z_'s solution](#)

1124.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[N_z_'s solution](#)

1125.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[N_z_'s solution](#)

1126.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[N_z_'s solution](#)

1127.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[N_z_'s solution](#)

1128.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[N_z_'s solution](#)

1129.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[N_z_'s solution](#)

1130.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[N_z_'s solution](#)

1131.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[N_z_'s solution](#)

1132.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[N z 's solution](#)

1133.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[N z 's solution](#)

1134.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[N z 's solution](#)

1135.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2022-04-08 · last AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[N z 's solution](#)

1136.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[N z 's solution](#)

1137.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[N z 's solution](#)

1138.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[N z 's solution](#)

1139.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[N z 's solution](#)

1140.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[N z 's solution](#)

1141.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[N z 's solution](#)

1142.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[N_z_'s solution](#)

1143.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[N_z_'s solution](#)

1144.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1145.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[N_z_'s solution](#)

1146.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[N_z_'s solution](#)

1147.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[N_z_'s solution](#)

1148.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[N_z_'s solution](#)

1149.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[N_z_'s solution](#)

1150.

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games

[N_z_'s solution](#)

1151.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[N_z_'s solution](#)

1152.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[N z 's solution](#)

1153.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[N z 's solution](#)

1154.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[N z 's solution](#)

1155.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[N z 's solution](#)

1156.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, probabilities

[N z 's solution](#)

1157.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[N z 's solution](#)

1158.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math

[N z 's solution](#)

1159.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[N z 's solution](#)

1160.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[N z 's solution](#)

1161.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[N z 's solution](#)

1162.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, math, shortest paths

[N_z_'s solution](#)

1163.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[N_z_'s solution](#)

1164.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[N_z_'s solution](#)

1165.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[N_z_'s solution](#)

1166.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[N_z_'s solution](#)

1167.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[N_z_'s solution](#)

1168.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[N_z_'s solution](#)

1169.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[N_z_'s solution](#)

1170.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[N_z_'s solution](#)

1171.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-01-14 · last AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[N_z_'s solution](#)

1172.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[N_z_'s solution](#)

1173.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[N_z_'s solution](#)

1174.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[N_z_'s solution](#)

1175.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[N_z_'s solution](#)

1176.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[N_z_'s solution](#)

1177.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[N_z_'s solution](#)

1178.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search
[N_z_'s solution](#)

1179.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[N_z_'s solution](#)

1180.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[N_z_'s solution](#)

1181.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, sortings
[N_z_'s solution](#)

1182.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[N_z_'s solution](#)

1183.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings
[N_z_'s solution](#)

1184.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-02-23 · last AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[N_z_'s solution](#)

1185.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[N_z_'s solution](#)

1186.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[N_z_'s solution](#)

1187.

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[N_z_'s solution](#)

1188.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[N_z_'s solution](#)

1189.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[N_z_'s solution](#)

1190.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers
[N_z_'s solution](#)

1191.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[N_z_'s solution](#)

1192.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[N_z_'s solution](#)

1193.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[N z 's solution](#)

1194.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[N z 's solution](#)

1195.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[N z 's solution](#)

1196.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[N z 's solution](#)

1197.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory
[N z 's solution](#)

1198.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[N z 's solution](#)

1199.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp
[N z 's solution](#)

1200.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[N z 's solution](#)

1201.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[N z 's solution](#)

1202.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[N z 's solution](#)

1203.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities
[N z 's solution](#)

1204.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[N z 's solution](#)

1205.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2400 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing
[N z 's solution](#)

1206.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[N z 's solution](#)

1207.

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: *special
[N z 's solution](#)

1208.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[N z 's solution](#)

1209.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[N z 's solution](#)

1210.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[N z 's solution](#)

1211.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[N z 's solution](#)

1212.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[N z 's solution](#)

1213.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[N_z_'s solution](#)

1214.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[N_z_'s solution](#)

1215.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[N_z_'s solution](#)

1216.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[N_z_'s solution](#)

1217.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[N_z_'s solution](#)

1218.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[N_z_'s solution](#)

1219.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[N_z_'s solution](#)

1220.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[N_z_'s solution](#)

1221.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[N_z_'s solution](#)

1222.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[N_z_'s solution](#)

1223.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation

[N_z_'s solution](#)

1224.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[N_z_'s solution](#)

1225.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[N_z_'s solution](#)

1226.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[N_z_'s solution](#)

1227.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[N_z_'s solution](#)

1228.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[N_z_'s solution](#)

1229.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[N_z_'s solution](#)

1230.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[N_z_'s solution](#)

1231.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[N_z_'s solution](#)

1232.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[N_z_'s solution](#)

1233.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[N_z_'s solution](#)

1234.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[N_z_'s solution](#)

1235.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[N_z_'s solution](#)

1236.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[N_z_'s solution](#)

1237.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[N_z_'s solution](#)

1238.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[N_z_'s solution](#)

1239.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[N_z_'s solution](#)

1240.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-21 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[N_z_'s solution](#)

1241.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[N_z_'s solution](#)

1242.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[N_z_'s solution](#)

1243.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-01 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[N_z_'s solution](#)

1244.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-01 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[N z 's solution](#)

1245.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[N z 's solution](#)

1246.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[N z 's solution](#)

1247.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[N z 's solution](#)

1248.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[N z 's solution](#)

1249.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[N z 's solution](#)

1250.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[N z 's solution](#)

1251.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[N z 's solution](#)

1252.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2023-12-09 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[N z 's solution](#)

1253.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation,

math, sortings

[N z 's solution](#)

1254.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[N z 's solution](#)

1255.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-02-21 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[N z 's solution](#)

1256.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, probabilities

[N z 's solution](#)

1257.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[N z 's solution](#)

1258.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[N z 's solution](#)

1259.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[N z 's solution](#)

1260.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[N z 's solution](#)

1261.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[N z 's solution](#)

1262.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu

[N z 's solution](#)

1263.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[N_z_'s solution](#)

1264.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[N_z_'s solution](#)

1265.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[N_z_'s solution](#)

1266.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dsu, math

[N_z_'s solution](#)

1267.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[N_z_'s solution](#)

1268.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[N_z_'s solution](#)

1269.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[N_z_'s solution](#)

1270.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[N_z_'s solution](#)

1271.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[N_z_'s solution](#)

1272.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[N_z_'s solution](#)

1273.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[N_z_'s solution](#)

1274.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities
[N z 's solution](#)

1275.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math
[N z 's solution](#)

1276.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[N z 's solution](#)

1277.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math
[N z 's solution](#)

1278.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[N z 's solution](#)

1279.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[N z 's solution](#)

1280.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[N z 's solution](#)

1281.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[N z 's solution](#)

1282.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[N z 's solution](#)

1283.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[N z 's solution](#)

1284.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[N z 's solution](#)

1285.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[N z 's solution](#)

1286.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[N z 's solution](#)

1287.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[N z 's solution](#)

1288.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[N z 's solution](#)

1289.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[N z 's solution](#)

1290.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[N z 's solution](#)

1291.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[N z 's solution](#)

1292.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[N z 's solution](#)

1293.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[N z 's solution](#)

1294.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[N_z_'s solution](#)

1295.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[N_z_'s solution](#)

1296.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[N_z_'s solution](#)

1297.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[N_z_'s solution](#)

1298.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[N_z_'s solution](#)

1299.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[N_z_'s solution](#)

1300.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[N_z_'s solution](#)

1301.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-03-22 · last AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[N_z_'s solution](#)

1302.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[N_z_'s solution](#)

1303.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[N z 's solution](#)

1304.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[N z 's solution](#)

1305.

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[N z 's solution](#)

1306.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[N z 's solution](#)

1307.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[N z 's solution](#)

1308.

1480E

[Continuous City](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[N z 's solution](#)

1309.

614E

[Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[N z 's solution](#)

1310.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[N z 's solution](#)

1311.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[N z 's solution](#)

1312.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[N z 's solution](#)

1313.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N z 's solution](#)

1314.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: games

[N z 's solution](#)

1315.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu

[N z 's solution](#)

1316.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N z 's solution](#)

1317.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[N z 's solution](#)

1318.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[N z 's solution](#)

1319.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2022-03-01 · last AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[N z 's solution](#)

1320.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[N z 's solution](#)

1321.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[N z 's solution](#)

1322.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[N z 's solution](#)

1323.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[N z 's solution](#)

1324.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[N_z_'s solution](#)

1325.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[N_z_'s solution](#)

1326.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: *special

[N_z_'s solution](#)

1327.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[N_z_'s solution](#)

1328.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[N_z_'s solution](#)

1329.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[N_z_'s solution](#)

1330.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[N_z_'s solution](#)

1331.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[N_z_'s solution](#)

1332.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[N_z_'s solution](#)

1333.

290E

[HQ](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms

[N_z_'s solution](#)

1334.

45F

[Goats and Wolves](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2500 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[N_z_'s solution](#)

1335.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[N z 's solution](#)

1336.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graph matchings, greedy

[N z 's solution](#)

1337.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[N z 's solution](#)

1338.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[N z 's solution](#)

1339.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[N z 's solution](#)

1340.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[N z 's solution](#)

1341.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[N z 's solution](#)

1342.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[N z 's solution](#)

1343.

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[N z 's solution](#)

1344.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[N z 's solution](#)

1345.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[N_z_'s solution](#)

1346.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[N_z_'s solution](#)

1347.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[N_z_'s solution](#)

1348.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[N_z_'s solution](#)

1349.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[N_z_'s solution](#)

1350.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[N_z_'s solution](#)

1351.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities

[N_z_'s solution](#)

1352.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[N_z_'s solution](#)

1353.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[N_z_'s solution](#)

1354.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[N_z_'s solution](#)

1355.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[N_z_'s solution](#)

1356.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[N_z_'s solution](#)

1357.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[N_z_'s solution](#)

1358.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[N_z_'s solution](#)

1359.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[N_z_'s solution](#)

1360.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[N_z_'s solution](#)

1361.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[N_z_'s solution](#)

1362.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[N_z_'s solution](#)

1363.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[N_z_'s solution](#)

1364.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[N z 's solution](#)

1365.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[N z 's solution](#)

1366.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-18 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[N z 's solution](#)

1367.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[N z 's solution](#)

1368.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-08 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[N z 's solution](#)

1369.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[N z 's solution](#)

1370.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[N z 's solution](#)

1371.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[N z 's solution](#)

1372.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[N z 's solution](#)

1373.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[N z 's solution](#)

1374.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N z 's solution](#)

1375.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[N z 's solution](#)

1376.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[N z 's solution](#)

1377.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[N z 's solution](#)

1378.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[N z 's solution](#)

1379.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[N z 's solution](#)

1380.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[N z 's solution](#)

1381.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[N z 's solution](#)

1382.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[N z 's solution](#)

1383.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[N z 's solution](#)

1384.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[N z 's solution](#)

1385.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, math, probabilities

[N_z_'s solution](#)

1386.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[N_z_'s solution](#)

1387.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[N_z_'s solution](#)

1388.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[N_z_'s solution](#)

1389.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[N_z_'s solution](#)

1390.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[N_z_'s solution](#)

1391.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[N_z_'s solution](#)

1392.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[N_z_'s solution](#)

1393.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[N_z_'s solution](#)

1394.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[N_z_'s solution](#)

1395.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings,

greedy

[N z 's solution](#)

1396.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[N z 's solution](#)

1397.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[N z 's solution](#)

1398.

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[N z 's solution](#)

1399.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-02-22 · last AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[N z 's solution](#)

1400.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[N z 's solution](#)

1401.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2022-03-09 · last AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[N z 's solution](#)

1402.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-12-27 · last AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[N z 's solution](#)

1403.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[N z 's solution](#)

1404.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[N z 's solution](#)

1405.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[N z 's solution](#)

1406.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N_z_'s solution](#)

1407.

1581D

[Mathematics Curriculum](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N_z_'s solution](#)

1408.

1600A

[Weights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[N_z_'s solution](#)

1409.

1504F

[Flip the Cards](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[N_z_'s solution](#)

1410.

1447F1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[N_z_'s solution](#)

1411.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2600 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[N_z_'s solution](#)

1412.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[N_z_'s solution](#)

1413.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[N_z_'s solution](#)

1414.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[N_z_'s solution](#)

1415.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[N_z_'s solution](#)

1416.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[N z 's solution](#)

1417.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[N z 's solution](#)

1418.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[N z 's solution](#)

1419.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[N z 's solution](#)

1420.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[N z 's solution](#)

1421.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[N z 's solution](#)

1422.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[N z 's solution](#)

1423.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[N z 's solution](#)

1424.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[N z 's solution](#)

1425.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[N z 's solution](#)

1426.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[N z 's solution](#)

1427.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[N z 's solution](#)

1428.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[N z 's solution](#)

1429.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[N z 's solution](#)

1430.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[N z 's solution](#)

1431.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[N z 's solution](#)

1432.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[N z 's solution](#)

1433.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[N z 's solution](#)

1434.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[N z 's solution](#)

1435.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[N z 's solution](#)

1436.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[N z 's solution](#)

1437.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[N z 's solution](#)

1438.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[N z 's solution](#)

1439.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[N z 's solution](#)

1440.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[N z 's solution](#)

1441.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[N z 's solution](#)

1442.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[N z 's solution](#)

1443.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[N z 's solution](#)

1444.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[N z 's solution](#)

1445.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[N z 's solution](#)

1446.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[N z 's solution](#)

1447.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[N_z_'s solution](#)

1448.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[N_z_'s solution](#)

1449.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[N_z_'s solution](#)

1450.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[N_z_'s solution](#)

1451.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[N_z_'s solution](#)

1452.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-21 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[N_z_'s solution](#)

1453.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[N_z_'s solution](#)

1454.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[N_z_'s solution](#)

1455.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[N_z_'s solution](#)

1456.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[N_z_'s solution](#)

1457.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[N_z_'s solution](#)

1458.

958D2

[Hyperspace Jump \(hard\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[N_z_'s solution](#)

1459.

958E3

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

Quality: 215 global accepts · Rating: 2700 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[N_z_'s solution](#)

1460.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, interactive

[N_z_'s solution](#)

1461.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[N_z_'s solution](#)

1462.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[N_z_'s solution](#)

1463.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings, two pointers

[N_z_'s solution](#)

1464.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[N_z_'s solution](#)

1465.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[N_z_'s solution](#)

1466.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[N_z_'s solution](#)

1467.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs

[N_z_'s solution](#)

1468.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[N_z_'s solution](#)

1469.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[N_z_'s solution](#)

1470.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N_z_'s solution](#)

1471.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[N_z_'s solution](#)

1472.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[N_z_'s solution](#)

1473.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[N_z_'s solution](#)

1474.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2022-12-02 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[N_z_'s solution](#)

1475.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[N_z_'s solution](#)

1476.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[N_z_'s solution](#)

1477.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-12-23 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N z 's solution](#)

1478.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2022-03-28 · last AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[N z 's solution](#)

1479.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[N z 's solution](#)

1480.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-10-10 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[N z 's solution](#)

1481.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[N z 's solution](#)

1482.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[N z 's solution](#)

1483.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[N z 's solution](#)

1484.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[N z 's solution](#)

1485.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, math

[N z 's solution](#)

1486.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[N z 's solution](#)

1487.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[N_z_'s solution](#)

1488.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[N_z_'s solution](#)

1489.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[N_z_'s solution](#)

1490.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[N_z_'s solution](#)

1491.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[N_z_'s solution](#)

1492.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[N_z_'s solution](#)

1493.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N_z_'s solution](#)

1494.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[N_z_'s solution](#)

1495.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[N_z_'s solution](#)

1496.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[N_z_'s solution](#)

1497.

1541E1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[N z 's solution](#)

1498.

1573E

[Paint](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N z 's solution](#)

1499.

1600B

[Mars](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[N z 's solution](#)

1500.

1602F

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

Rating: 2700 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[N z 's solution](#)

1501.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities

[N z 's solution](#)

1502.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, matrices

[N z 's solution](#)

1503.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N z 's solution](#)

1504.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[N z 's solution](#)

1505.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[N z 's solution](#)

1506.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[N z 's solution](#)

1507.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[N z 's solution](#)

1508.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[N z 's solution](#)

1509.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N z 's solution](#)

1510.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[N z 's solution](#)

1511.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math, probabilities

[N z 's solution](#)

1512.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[N z 's solution](#)

1513.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[N z 's solution](#)

1514.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N z 's solution](#)

1515.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing

[N z 's solution](#)

1516.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[N z 's solution](#)

1517.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[N z 's solution](#)

1518.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[N z 's solution](#)

1519.

1540C1

[Converging Array \(Easy Version\) · Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[N z 's solution](#)

1520.

1458C

[Latin Square · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[N z 's solution](#)

1521.

1366G

[Construct the String · Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[N z 's solution](#)

1522.

464D

[World of Darkraft - 2 · Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[N z 's solution](#)

1523.

383E

[Vowels · Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[N z 's solution](#)

1524.

1693D

[Decinc Dividing · Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-12-08 · last AC: 2025-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[N z 's solution](#)

1525.

2097D

[Homework · Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[N z 's solution](#)

1526.

2038M

[Royal Flush · Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[N z 's solution](#)

1527.

77E

[Martian Food · Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[N z 's solution](#)

1528.

625E

[Frog Fights · Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[N z 's solution](#)

1529.

1993F2

[Dyn-scripted Robot \(Hard Version\) · Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[N_z_'s solution](#)

1530.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[N_z_'s solution](#)

1531.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[N_z_'s solution](#)

1532.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[N_z_'s solution](#)

1533.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[N_z_'s solution](#)

1534.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[N_z_'s solution](#)

1535.

838F

[Expected Earnings](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 2800 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[N_z_'s solution](#)

1536.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[N_z_'s solution](#)

1537.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[N_z_'s solution](#)

1538.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[N_z_'s solution](#)

1539.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data

structures, divide and conquer, greedy, hashing, sortings, strings

[N_z_'s solution](#)

1540.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[N_z_'s solution](#)

1541.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[N_z_'s solution](#)

1542.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[N_z_'s solution](#)

1543.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[N_z_'s solution](#)

1544.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-18 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[N_z_'s solution](#)

1545.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[N_z_'s solution](#)

1546.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[N_z_'s solution](#)

1547.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-11 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[N_z_'s solution](#)

1548.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[N_z_'s solution](#)

1549.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-01-08 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[N_z_'s solution](#)

1550.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[N_z_'s solution](#)

1551.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[N_z_'s solution](#)

1552.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, trees

[N_z_'s solution](#)

1553.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation

[N_z_'s solution](#)

1554.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, fft

[N_z_'s solution](#)

1555.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[N_z_'s solution](#)

1556.

581E

[Kojiro and Ferrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N_z_'s solution](#)

1557.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[N_z_'s solution](#)

1558.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[N_z_'s solution](#)

1559.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, trees

[N_z_'s solution](#)

1560.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[N z 's solution](#)

1561.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities

[N z 's solution](#)

1562.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[N z 's solution](#)

1563.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[N z 's solution](#)

1564.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[N z 's solution](#)

1565.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[N z 's solution](#)

1566.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[N z 's solution](#)

1567.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[N z 's solution](#)

1568.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[N z 's solution](#)

1569.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[N z 's solution](#)

1570.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2022-03-25 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive
[N z 's solution](#)

1571.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[N z 's solution](#)

1572.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[N z 's solution](#)

1573.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[N z 's solution](#)

1574.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N z 's solution](#)

1575.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N z 's solution](#)

1576.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[N z 's solution](#)

1577.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[N z 's solution](#)

1578.

859F

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Quality: 228 global accepts · Rating: 2800 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[N z 's solution](#)

1579.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive, math, probabilities

[N z 's solution](#)

1580.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[N z 's solution](#)

1581.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[N_z_'s solution](#)

1582.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, math

[N_z_'s solution](#)

1583.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[N_z_'s solution](#)

1584.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[N_z_'s solution](#)

1585.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[N_z_'s solution](#)

1586.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[N_z_'s solution](#)

1587.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1588.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[N_z_'s solution](#)

1589.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, trees

[N_z_'s solution](#)

1590.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[N_z_'s solution](#)

1591.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[N z 's solution](#)

1592.

1875G

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

Rating: 2800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[N z 's solution](#)

1593.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[N z 's solution](#)

1594.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[N z 's solution](#)

1595.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[N z 's solution](#)

1596.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[N z 's solution](#)

1597.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[N z 's solution](#)

1598.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[N z 's solution](#)

1599.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[N z 's solution](#)

1600.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[N z 's solution](#)

1601.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N z 's solution](#)

1602.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N z 's solution](#)

1603.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[N z 's solution](#)

1604.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[N z 's solution](#)

1605.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N z 's solution](#)

1606.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[N z 's solution](#)

1607.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[N z 's solution](#)

1608.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[N z 's solution](#)

1609.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[N z 's solution](#)

1610.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2022-09-06 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[N z 's solution](#)

1611.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, shortest paths

[N z 's solution](#)

1612.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2022-03-15 · last AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[N z 's solution](#)**1613.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-09-06 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[N z 's solution](#)**1614.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[N z 's solution](#)**1615.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[N z 's solution](#)**1616.**

493E

[Vasya and Polynomial](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2022-05-11 · last AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[N z 's solution](#)**1617.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-04-11 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[N z 's solution](#)**1618.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[N z 's solution](#)**1619.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[N z 's solution](#)**1620.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[N z 's solution](#)**1621.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[N z 's solution](#)

1622.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-12-23 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[N z 's solution](#)

1623.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[N z 's solution](#)

1624.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[N z 's solution](#)

1625.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[N z 's solution](#)

1626.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[N z 's solution](#)

1627.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N z 's solution](#)

1628.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N z 's solution](#)

1629.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[N z 's solution](#)

1630.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N z 's solution](#)

1631.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[N z 's solution](#)

1632.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and

conquer, dp, math, trees

[N z 's solution](#)

1633.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[N z 's solution](#)

1634.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[N z 's solution](#)

1635.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[N z 's solution](#)

1636.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[N z 's solution](#)

1637.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[N z 's solution](#)

1638.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[N z 's solution](#)

1639.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[N z 's solution](#)

1640.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[N z 's solution](#)

1641.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[N z 's solution](#)

1642.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[N z 's solution](#)

1643.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[N_z_'s solution](#)

1644.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive
[N_z_'s solution](#)

1645.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[N_z_'s solution](#)

1646.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-18 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[N_z_'s solution](#)

1647.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[N_z_'s solution](#)

1648.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2024-03-14 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[N_z_'s solution](#)

1649.

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2023-12-05 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, two pointers
[N_z_'s solution](#)

1650.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings
[N_z_'s solution](#)

1651.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-04 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: games, number theory
[N_z_'s solution](#)

1652.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle
[N_z_'s solution](#)

1653.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[N_z_'s solution](#)

1654.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[N_z_'s solution](#)

1655.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[N_z_'s solution](#)

1656.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[N_z_'s solution](#)

1657.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[N_z_'s solution](#)

1658.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[N_z_'s solution](#)

1659.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1660.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[N_z_'s solution](#)

1661.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[N_z_'s solution](#)

1662.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[N_z_'s solution](#)

1663.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs
[N_z_'s solution](#)

1664.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[N_z_'s solution](#)

1665.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities
[N_z_'s solution](#)

1666.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[N_z_'s solution](#)

1667.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings
[N_z_'s solution](#)

1668.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[N_z_'s solution](#)

1669.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[N_z_'s solution](#)

1670.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
[N_z_'s solution](#)

1671.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[N_z_'s solution](#)

1672.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory
[N_z_'s solution](#)

1673.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[N_z_'s solution](#)

1674.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[N z 's solution](#)

1675.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[N z 's solution](#)

1676.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[N z 's solution](#)

1677.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[N z 's solution](#)

1678.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[N z 's solution](#)

1679.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[N z 's solution](#)

1680.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: flows

[N z 's solution](#)

1681.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[N z 's solution](#)

1682.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[N z 's solution](#)

1683.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[N z 's solution](#)

1684.

1541E2

[Converging Array \(Hard Version\) · Tutorial](#)

Rating: 2900 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[N_z_'s solution](#)

1685.

1264D2

[Beautiful Bracket Sequence \(hard version\) · Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[N_z_'s solution](#)

1686.

1540C2

[Converging Array \(Hard Version\) · Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[N_z_'s solution](#)

1687.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[N_z_'s solution](#)

1688.

1198F

[GCD Groups 2 · Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[N_z_'s solution](#)

1689.

809D

[Hitchhiking in the Baltic States · Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[N_z_'s solution](#)

1690.

856F

[To Play or not to Play · Tutorial](#)

Quality: 122 global accepts · Rating: 3000 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[N_z_'s solution](#)

1691.

1007C

[Guess two numbers · Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[N_z_'s solution](#)

1692.

891E

[Lust · Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[N_z_'s solution](#)

1693.

788D

[Finding lines · Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[N_z_'s solution](#)

1694.

1975G

[Zimpha Fan Club · Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[N_z_'s solution](#)

1695.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation
[N z 's solution](#)

1696.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings
[N z 's solution](#)

1697.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees
[N z 's solution](#)

1698.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-06 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: interactive
[N z 's solution](#)

1699.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-24 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings
[N z 's solution](#)

1700.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, number theory
[N z 's solution](#)

1701.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[N z 's solution](#)

1702.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths
[N z 's solution](#)

1703.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3000 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[N z 's solution](#)

1704.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[N z 's solution](#)

1705.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1706.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[N_z_'s solution](#)

1707.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[N_z_'s solution](#)

1708.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[N_z_'s solution](#)

1709.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[N_z_'s solution](#)

1710.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[N_z_'s solution](#)

1711.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[N_z_'s solution](#)

1712.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[N_z_'s solution](#)

1713.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1714.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[N_z_'s solution](#)

1715.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1716.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[N_z_'s solution](#)

1717.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-10-12 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[N_z_'s solution](#)

1718.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[N_z_'s solution](#)

1719.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[N_z_'s solution](#)

1720.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[N_z_'s solution](#)

1721.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[N_z_'s solution](#)

1722.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[N_z_'s solution](#)

1723.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[N_z_'s solution](#)

1724.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[N_z_'s solution](#)

1725.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[N_z_'s solution](#)

1726.

1447F2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 3000 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[N_z_'s solution](#)

1727.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[N_z_'s solution](#)

1728.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[N_z_'s solution](#)

1729.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[N_z_'s solution](#)

1730.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[N_z_'s solution](#)

1731.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[N_z_'s solution](#)

1732.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, sortings

[N_z_'s solution](#)

1733.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · last AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[N_z_'s solution](#)

1734.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2025-04-17 · last AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[N_z_'s solution](#)

1735.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[N_z_'s solution](#)

1736.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[N_z_'s solution](#)

1737.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[N_z_'s solution](#)

1738.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[N_z_'s solution](#)

1739.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[N_z_'s solution](#)

1740.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[N_z_'s solution](#)

1741.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[N_z_'s solution](#)

1742.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[N_z_'s solution](#)

1743.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[N_z_'s solution](#)

1744.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[N_z_'s solution](#)

1745.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-13 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[N_z_'s solution](#)

1746.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[N_z_'s solution](#)

1747.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings
[N z 's solution](#)

1748.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings
[N z 's solution](#)

1749.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
[N z 's solution](#)

1750.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp
[N z 's solution](#)

1751.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, math
[N z 's solution](#)

1752.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-08-17 · last AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[N z 's solution](#)

1753.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[N z 's solution](#)

1754.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: games, trees
[N z 's solution](#)

1755.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy
[N z 's solution](#)

1756.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[N z 's solution](#)

1757.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[N z 's solution](#)

1758.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math
[N z 's solution](#)

1759.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[N z 's solution](#)

1760.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation
[N z 's solution](#)

1761.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[N z 's solution](#)

1762.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[N z 's solution](#)

1763.

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2024-05-03 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
[N z 's solution](#)

1764.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees
[N z 's solution](#)

1765.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[N z 's solution](#)

1766.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings
[N z 's solution](#)

1767.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[N z 's solution](#)

1768.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N z 's solution](#)

1769.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[N z 's solution](#)

1770.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[N z 's solution](#)

1771.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[N z 's solution](#)

1772.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[N z 's solution](#)

1773.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[N z 's solution](#)

1774.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[N z 's solution](#)

1775.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[N z 's solution](#)

1776.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2021-08-07 · last AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[N z 's solution](#)

1777.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[N_z_'s solution](#)

1778.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[N_z_'s solution](#)

1779.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1780.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[N_z_'s solution](#)

1781.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[N_z_'s solution](#)

1782.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2022-10-21 · last AC: 2024-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[N_z_'s solution](#)

1783.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-18 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[N_z_'s solution](#)

1784.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[N_z_'s solution](#)

1785.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[N_z_'s solution](#)

1786.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[N_z_'s solution](#)

1787.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory

[N z 's solution](#)

1788.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[N z 's solution](#)

1789.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[N z 's solution](#)

1790.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[N z 's solution](#)

1791.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 3400 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, two pointers

[N z 's solution](#)

1792.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[N z 's solution](#)

1793.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[N z 's solution](#)

1794.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[N z 's solution](#)

1795.

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-02-15 · last AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[N z 's solution](#)

1796.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[N z 's solution](#)

1797.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[N z 's solution](#)

1798.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[N z 's solution](#)

1799.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[N z 's solution](#)

1800.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[N z 's solution](#)

1801.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[N z 's solution](#)

1802.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math

[N z 's solution](#)

1803.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[N z 's solution](#)

1804.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[N z 's solution](#)

1805.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[N z 's solution](#)

1806.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, expression parsing, number theory

[N z 's solution](#)

1807.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, fft, math

[N_z_'s solution](#)

1808.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[N_z_'s solution](#)

1809.

2095F

[!S Cæb 0B \\$a bICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, math

[N_z_'s solution](#)

1810.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[N_z_'s solution](#)

1811.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[N_z_'s solution](#)

1812.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, brute force

[N_z_'s solution](#)

1813.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[N_z_'s solution](#)

1814.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[N_z_'s solution](#)

1815.

103483B

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

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[N_z_'s solution](#)

1816.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[N_z_'s solution](#)

1817.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, strings

[N_z_'s solution](#)

1818.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[N z 's solution](#)

1819.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[N z 's solution](#)

1820.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics, games, math

[N z 's solution](#)

1821.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[N z 's solution](#)

1822.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[N z 's solution](#)

1823.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[N z 's solution](#)

1824.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, geometry

[N z 's solution](#)

1825.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[N z 's solution](#)

1826.

104803D

[YjYjibSSa](#)

Rating: — · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[N z 's solution](#)

1827.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[N z 's solution](#)

1828.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-03 · last AC: 2023-04-03 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[N z 's solution](#)

1829.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: — · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[N z 's solution](#)

1830.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, number theory

[N z 's solution](#)

1831.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-03 · PHP (first AC) · Tags: *special, constructive algorithms, geometry, math

[N z 's solution](#)

1832.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-03 · PHP (first AC) · Tags: *special, constructive algorithms, math, number theory

[N z 's solution](#)

1833.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: *special

[N z 's solution](#)

1834.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation

[N z 's solution](#)

1835.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-03 · PHP (first AC) · Tags: *special, expression parsing, strings

[N z 's solution](#)

1836.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-06 · Text (first AC) · Tags: *special, constructive algorithms

[N z 's solution](#)

1837.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[N z 's solution](#)

1838.

1663C

[P Ô! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[N z 's solution](#)

1839.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[N_z_'s solution](#)**1840.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-06 · Text (first AC) · Tags: *special, expression parsing, trees

[N_z_'s solution](#)