

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — NetSpeed1

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

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

Filters: none

Count: 2,844

1.

2141A

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Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

2.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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3.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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4.

2062A

[String](#) · [Tutorial](#)

Quality: 28,276 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[NetSpeed1's solution](#)

5.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,509 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

6.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

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7.

2029A

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Quality: 14,162 global accepts · Rating: 800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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8.

2038N

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

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9.

2038J

[Waiting for...](#) · [Tutorial](#)

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**10.**

2035A

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Quality: 17,846 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**11.**

1056A

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Quality: 7,308 global accepts · Rating: 800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**12.**

1991A

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Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**13.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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**14.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**15.**

1942A

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**16.**

1946A

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Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[NetSpeed1's solution](#)

**17.**

1945A

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Quality: 30,316 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**18.**

1930A

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

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

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**19.**

1915A

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Quality: 79,782 global accepts · Rating: 800 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

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**20.**

1919B

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Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**21.**

1919A

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Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

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**22.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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**23.**

1905A

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

Quality: 24,430 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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**24.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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**25.**

1902A

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Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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**26.**

1891A

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Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[NetSpeed1's solution](#)

**27.**

1625A

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**28.**

1859A

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**29.**

1882A

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Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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**30.**

1873D

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**31.**

1873C

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**32.**

1873B

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**33.**

1873A

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[NetSpeed1's solution](#)

**34.**

1879A

[Rigged!](#) · [Tutorial](#)

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**35.**

1870A

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**36.**

1872A

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**37.**

1867A

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**38.**

1694A

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**39.**

1802A

[Likes](#) · [Tutorial](#)

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**40.**

1863A

[Channel](#) · [Tutorial](#)

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**41.**

1866A

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- 42.**  
16A  
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- 43.**  
1864A  
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Quality: 21,418 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
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- 44.**  
1530B  
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- 45.**  
1530A  
[Binary Decimal](#) · [Tutorial](#)  
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- 46.**  
1858A  
[Buttons](#) · [Tutorial](#)  
Quality: 66,314 global accepts · Rating: 800 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math  
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- 47.**  
1857A  
[Array Coloring](#) · [Tutorial](#)  
Quality: 78,904 global accepts · Rating: 800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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- 48.**  
1786A1  
[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)  
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- 49.**  
624A  
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Quality: 11,161 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math  
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- 50.**  
1856A  
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- 51.**  
1795A  
[Two Towers](#) · [Tutorial](#)  
Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings  
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- 52.**  
1849A  
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**53.**

1805B

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**54.**

1805A

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**55.**

1015A

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**56.**

1697A

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**57.**

1498A

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Quality: 24,711 global accepts · Rating: 800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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**58.**

1397A

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**59.**

1474A

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**60.**

1788A

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**61.**

1374A

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**62.**

1844A

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**63.**

1794A

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**64.**

1352A

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**65.**

1846A

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**66.**

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

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**67.**

1847A

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**68.**

1823A

[A-characteristic](#) · [Tutorial](#)

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**69.**

1509A

[Average Height](#) · [Tutorial](#)

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**70.**

1581A

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**71.**

112A

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

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**72.**

1075A

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**73.**

158A

[Next Round](#) · [Tutorial](#)

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**74.**

931A

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**75.**

1806A

[Walking Master](#) · [Tutorial](#)

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**76.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,201 global accepts · Rating: 800 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

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**77.**

1041A

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Quality: 26,844 global accepts · Rating: 800 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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**78.**

835A

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Quality: 21,712 global accepts · Rating: 800 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math

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**79.**

1223A

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Quality: 22,286 global accepts · Rating: 800 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math

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**80.**

1367A

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Quality: 67,702 global accepts · Rating: 800 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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**81.**

734A

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Quality: 195,484 global accepts · Rating: 800 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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**82.**

1690A

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**83.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

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**84.**

1843C

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**85.**

177A1

[Good Matrix Elements](#) · [Tutorial](#)

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**86.**

1758A

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

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-12-15 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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**87.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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**88.**

1810B

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**89.**

1842A

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Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math

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**90.**

1776A

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**91.**

1787A

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**92.**

1777A

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

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**93.**

1782A

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**94.**

1775A1

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**95.**

1783A

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**96.**

1768A

[Greatest Convex](#) · [Tutorial](#)

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**97.**

1779A

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**98.**

1731A

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**99.**

1763A

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**100.**

1774A

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Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**101.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**102.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[NetSpeed1's solution](#)

**103.**

1762A

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

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[NetSpeed1's solution](#)

**104.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,978 global accepts · Rating: 800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[NetSpeed1's solution](#)

**105.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[NetSpeed1's solution](#)

**106.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**107.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**108.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**109.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,635 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[NetSpeed1's solution](#)

**110.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,662 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[NetSpeed1's solution](#)

**111.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,580 global accepts · Rating: 800 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[NetSpeed1's solution](#)

**112.**

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**113.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,994 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[NetSpeed1's solution](#)

**114.**

1748A

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

Quality: 25,311 global accepts · Rating: 800 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**115.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[NetSpeed1's solution](#)

**116.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, implementation, math

[NetSpeed1's solution](#)

**117.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**118.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-30 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[NetSpeed1's solution](#)

**119.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-10-30 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[NetSpeed1's solution](#)

**120.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[NetSpeed1's solution](#)

**121.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,463 global accepts · Rating: 800 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[NetSpeed1's solution](#)

**122.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**123.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[NetSpeed1's solution](#)

**124.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[NetSpeed1's solution](#)

**125.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,873 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[NetSpeed1's solution](#)

**126.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**127.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[NetSpeed1's solution](#)

**128.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**129.**

1754A

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

Quality: 24,867 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**130.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[NetSpeed1's solution](#)

**131.**

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**132.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[NetSpeed1's solution](#)

**133.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[NetSpeed1's solution](#)

**134.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**135.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**136.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[NetSpeed1's solution](#)

**137.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-03 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**138.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[NetSpeed1's solution](#)

**139.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[NetSpeed1's solution](#)

**140.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**141.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[NetSpeed1's solution](#)

**142.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,796 global accepts · Rating: 800 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[NetSpeed1's solution](#)

**143.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[NetSpeed1's solution](#)

**144.**

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[NetSpeed1's solution](#)

**145.**

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**146.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,475 global accepts · Rating: 800 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[NetSpeed1's solution](#)

**147.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,896 global accepts · Rating: 800 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**148.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**149.**

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[NetSpeed1's solution](#)

**150.**

1717A

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

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**151.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**152.**

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation

[NetSpeed1's solution](#)

**153.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**154.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[NetSpeed1's solution](#)

**155.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[NetSpeed1's solution](#)

**156.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,579 global accepts · Rating: 800 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NetSpeed1's solution](#)

**157.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[NetSpeed1's solution](#)

**158.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[NetSpeed1's solution](#)

**159.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**160.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**161.**

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**162.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,911 global accepts · Rating: 800 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**163.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,432 global accepts · Rating: 800 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[NetSpeed1's solution](#)

**164.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,729 global accepts · Rating: 800 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**165.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[NetSpeed1's solution](#)

**166.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**167.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[NetSpeed1's solution](#)

**168.**

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: games

[NetSpeed1's solution](#)

**169.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[NetSpeed1's solution](#)

**170.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,489 global accepts · Rating: 800 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[NetSpeed1's solution](#)

**171.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-25 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[NetSpeed1's solution](#)

**172.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-25 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math

[NetSpeed1's solution](#)

**173.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,406 global accepts · Rating: 800 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

**174.**

1674A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**175.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[NetSpeed1's solution](#)

**176.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,386 global accepts · Rating: 800 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**177.**

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,474 global accepts · Rating: 800 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[NetSpeed1's solution](#)

**178.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,538 global accepts · Rating: 800 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[NetSpeed1's solution](#)

**179.**

1669A

[Division? · Tutorial](#)

Quality: 88,518 global accepts · Rating: 800 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**180.**

1661A

[Array Balancing · Tutorial](#)

Quality: 19,368 global accepts · Rating: 800 · first AC: 2022-04-09 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**181.**

1665A

[GCD vs LCM · Tutorial](#)

Quality: 26,204 global accepts · Rating: 800 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**182.**

1660B

[Vlad and Candies · Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**183.**

1660A

[Vasya and Coins · Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**184.**

1658B

[Marin and Anti-coprime Permutation · Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[NetSpeed1's solution](#)

**185.**

1658A

[Marin and Photoshoot · Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[NetSpeed1's solution](#)

**186.**

1656A

[Good Pairs · Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[NetSpeed1's solution](#)

**187.**

1654B

[Prefix Removals · Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: strings

[NetSpeed1's solution](#)

**188.**

1654A

[Maximum Cake Tastiness · Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[NetSpeed1's solution](#)

**189.**

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,828 global accepts · Rating: 800 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**190.**

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[NetSpeed1's solution](#)

**191.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**192.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,047 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**193.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[NetSpeed1's solution](#)

**194.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[NetSpeed1's solution](#)

**195.**

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**196.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,896 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[NetSpeed1's solution](#)

**197.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · last AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**198.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,133 global accepts · Rating: 800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[NetSpeed1's solution](#)

**199.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · last AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[NetSpeed1's solution](#)

**200.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[NetSpeed1's solution](#)

**201.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force  
[NetSpeed1's solution](#)

**202.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[NetSpeed1's solution](#)

**203.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[NetSpeed1's solution](#)

**204.**

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,876 global accepts · Rating: 800 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[NetSpeed1's solution](#)

**205.**

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-01-22 · last AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
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**206.**

1629A

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**207.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,896 global accepts · Rating: 800 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
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**208.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,678 global accepts · Rating: 800 · first AC: 2020-10-19 · last AC: 2022-01-20 · GNU C++11 (first AC) · Tags: brute force, math  
[NetSpeed1's solution](#)

**209.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · last AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[NetSpeed1's solution](#)

## 210.

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2021-12-16 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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## 211.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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## 212.

1608A

[Find Array](#) · [Tutorial](#)

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## 213.

1614A

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

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1612A

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## 215.

1589A

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## 216.

1605A

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## 217.

1602A

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## 218.

1604A

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## 219.

1582A

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

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**220.**

1583A

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**221.**

1586A

[Windblume Ode](#) · [Tutorial](#)

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**222.**

1593A

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Quality: 41,538 global accepts · Rating: 800 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math

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**223.**

1573A

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**224.**

1598A

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Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

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1592A

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**226.**

1574A

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**227.**

1579A

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Quality: 41,988 global accepts · Rating: 800 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

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**228.**

1497A

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**229.**

1553A

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[NetSpeed1's solution](#)

**230.**

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**231.**

1569A

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**232.**

1567A

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**233.**

1542A

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**234.**

1538B

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**235.**

1538A

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**236.**

1527A

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**237.**

1525A

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**238.**

1520B

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**239.**

1520A

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**240.**

1514A

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**241.**

1515A

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**242.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

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[NetSpeed1's solution](#)

**243.**

1512A

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**244.**

1513A

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**245.**

1504A

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**246.**

1484A

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**247.**

1445A

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**248.**

2062B

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**249.**

2035B

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**250.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,989 global accepts · Rating: 900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**251.**

697A

[Pineapple Incident](#) · [Tutorial](#)

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**252.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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**253.**

160A

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**254.**

1951A

[Dual Trigger](#) · [Tutorial](#)

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**255.**

1945B

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**256.**

1488A

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Quality: 1,791 global accepts · Rating: 900 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, math

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**257.**

1879B

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**258.**

1872B

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**259.**

1869A

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Quality: 40,042 global accepts · Rating: 900 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**260.**

1823B

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**261.**

1860A

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**262.**

1856B

[Good Arrays](#) · [Tutorial](#)

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**263.**

1795B

[Ideal Point](#) · [Tutorial](#)

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**264.**

1697B

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Quality: 30,904 global accepts · Rating: 900 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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**265.**

1374B

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Quality: 71,574 global accepts · Rating: 900 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: math

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**266.**

1794B

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**267.**

1471A

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**268.**

1806B

[Mex Master](#) · [Tutorial](#)

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**269.**

1777B

[Emordnilap](#) · [Tutorial](#)

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**270.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**271.**

1768B

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**272.**

1779B

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[NetSpeed1's solution](#)

**273.**

1758B

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[NetSpeed1's solution](#)

**274.**

1732B

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**275.**

1771A

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**276.**

1764B

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**277.**

1747B

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**278.**

1749B

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**279.**

1737A

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**280.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

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**281.**

1733B

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**282.**

1696B

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**283.**

1726A

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**284.**

1709B

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**285.**

1705B

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**286.**

1666D

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**287.**

1699B

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**288.**

1689B

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**289.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,159 global accepts · Rating: 900 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[NetSpeed1's solution](#)

**290.**

1665B

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**291.**

1505A

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[NetSpeed1's solution](#)

**292.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**293.**

1613A

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Quality: 26,626 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[NetSpeed1's solution](#)

**294.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,825 global accepts · Rating: 900 · first AC: 2021-12-16 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force,

constructive algorithms, math, number theory

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**295.**

1591B

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**296.**

1609A

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

Quality: 18,894 global accepts · Rating: 900 · first AC: 2021-11-28 · last AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[NetSpeed1's solution](#)

**297.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**298.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**299.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[NetSpeed1's solution](#)

**300.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[NetSpeed1's solution](#)

**301.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,939 global accepts · Rating: 900 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[NetSpeed1's solution](#)

**302.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,470 global accepts · Rating: 900 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: strings

[NetSpeed1's solution](#)

**303.**

1582B

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

Quality: 33,357 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

**304.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,638 global accepts · Rating: 900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[NetSpeed1's solution](#)

**305.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[NetSpeed1's solution](#)

**306.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 900 · first AC: 2020-11-01 · last AC: 2020-11-06 · GNU C++11 (first AC) · Tags: greedy, math  
[NetSpeed1's solution](#)

**307.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 900 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: brute force, geometry  
[NetSpeed1's solution](#)

**308.**

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[NetSpeed1's solution](#)

**309.**

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[NetSpeed1's solution](#)

**310.**

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,977 global accepts · Rating: 1000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory  
[NetSpeed1's solution](#)

**311.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[NetSpeed1's solution](#)

**312.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math  
[NetSpeed1's solution](#)

**313.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[NetSpeed1's solution](#)

**314.**

1876A

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

Quality: 34,904 global accepts · Rating: 1000 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[NetSpeed1's solution](#)

**315.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[NetSpeed1's solution](#)

**316.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[NetSpeed1's solution](#)

**317.**

1859B

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

Quality: 43,892 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[NetSpeed1's solution](#)

**318.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,359 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[NetSpeed1's solution](#)

**319.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: math  
[NetSpeed1's solution](#)

**320.**

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: number theory  
[NetSpeed1's solution](#)

**321.**

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,317 global accepts · Rating: 1000 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
[NetSpeed1's solution](#)

**322.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,909 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[NetSpeed1's solution](#)

**323.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[NetSpeed1's solution](#)

**324.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers  
[NetSpeed1's solution](#)

**325.**

1785A

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

Rating: 1000 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[NetSpeed1's solution](#)

**326.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[NetSpeed1's solution](#)

**327.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,774 global accepts · Rating: 1000 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**328.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[NetSpeed1's solution](#)

**329.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,879 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**330.**

1761B

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

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[NetSpeed1's solution](#)

**331.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,536 global accepts · Rating: 1000 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[NetSpeed1's solution](#)

**332.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,158 global accepts · Rating: 1000 · first AC: 2020-10-19 · last AC: 2022-10-07 · GNU C++11 (first AC) · Tags: math

[NetSpeed1's solution](#)

**333.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[NetSpeed1's solution](#)

**334.**

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,688 global accepts · Rating: 1000 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[NetSpeed1's solution](#)

**335.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,907 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[NetSpeed1's solution](#)

**336.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,305 global accepts · Rating: 1000 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[NetSpeed1's solution](#)

**337.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[NetSpeed1's solution](#)

**338.**

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings

[NetSpeed1's solution](#)

**339.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[NetSpeed1's solution](#)

**340.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 1000 · first AC: 2022-02-06 · last AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**341.**

1632B

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

Quality: 31,529 global accepts · Rating: 1000 · first AC: 2022-01-30 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[NetSpeed1's solution](#)

**342.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[NetSpeed1's solution](#)

**343.**

1614B

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

Quality: 29,025 global accepts · Rating: 1000 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[NetSpeed1's solution](#)

**344.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**345.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[NetSpeed1's solution](#)

**346.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,884 global accepts · Rating: 1000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[NetSpeed1's solution](#)

**347.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[NetSpeed1's solution](#)

**348.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[NetSpeed1's solution](#)

**349.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[NetSpeed1's solution](#)

**350.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[NetSpeed1's solution](#)

**351.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,920 global accepts · Rating: 1000 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy  
[NetSpeed1's solution](#)

**352.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,038 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[NetSpeed1's solution](#)

**353.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[NetSpeed1's solution](#)

**354.**

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory  
[NetSpeed1's solution](#)

**355.**

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: implementation  
[NetSpeed1's solution](#)

**356.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[NetSpeed1's solution](#)

**357.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[NetSpeed1's solution](#)

**358.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[NetSpeed1's solution](#)

**359.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[NetSpeed1's solution](#)

**360.**

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[NetSpeed1's solution](#)

**361.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**362.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[NetSpeed1's solution](#)

**363.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**364.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,525 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[NetSpeed1's solution](#)

**365.**

1905B

[Begginner's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[NetSpeed1's solution](#)

**366.**

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

**367.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1100 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[NetSpeed1's solution](#)

**368.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,009 global accepts · Rating: 1100 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[NetSpeed1's solution](#)

**369.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[NetSpeed1's solution](#)

**370.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[NetSpeed1's solution](#)

**371.**

1873E

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

Quality: 43,451 global accepts · Rating: 1100 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[NetSpeed1's solution](#)

**372.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,379 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**373.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[NetSpeed1's solution](#)

**374.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,715 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[NetSpeed1's solution](#)

**375.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[NetSpeed1's solution](#)

**376.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[NetSpeed1's solution](#)

**377.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[NetSpeed1's solution](#)

**378.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,712 global accepts · Rating: 1100 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[NetSpeed1's solution](#)

**379.**

1788B

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

Quality: 22,356 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[NetSpeed1's solution](#)

**380.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[NetSpeed1's solution](#)

**381.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,531 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[NetSpeed1's solution](#)

**382.**

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[NetSpeed1's solution](#)

**383.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**384.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**385.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[NetSpeed1's solution](#)

**386.**

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,505 global accepts · Rating: 1100 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**387.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths

[NetSpeed1's solution](#)

**388.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[NetSpeed1's solution](#)

**389.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,054 global accepts · Rating: 1100 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**390.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[NetSpeed1's solution](#)

**391.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[NetSpeed1's solution](#)

**392.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**393.**

1708B

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

Quality: 28,403 global accepts · Rating: 1100 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**394.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[NetSpeed1's solution](#)

**395.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**396.**

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[NetSpeed1's solution](#)

**397.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[NetSpeed1's solution](#)

**398.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[NetSpeed1's solution](#)

**399.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · last AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[NetSpeed1's solution](#)

**400.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[NetSpeed1's solution](#)

**401.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · last AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings

[NetSpeed1's solution](#)

**402.**

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-07-10 · last AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[NetSpeed1's solution](#)

**403.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1100 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[NetSpeed1's solution](#)

**404.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-25 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[NetSpeed1's solution](#)

**405.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,766 global accepts · Rating: 1100 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[NetSpeed1's solution](#)

**406.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,598 global accepts · Rating: 1100 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[NetSpeed1's solution](#)

**407.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[NetSpeed1's solution](#)

**408.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers  
[NetSpeed1's solution](#)

**409.**

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[NetSpeed1's solution](#)

**410.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · last AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings  
[NetSpeed1's solution](#)

**411.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math  
[NetSpeed1's solution](#)

**412.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[NetSpeed1's solution](#)

**413.**

1631B

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

Quality: 26,887 global accepts · Rating: 1100 · first AC: 2022-01-27 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[NetSpeed1's solution](#)

**414.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[NetSpeed1's solution](#)

**415.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · last AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings  
[NetSpeed1's solution](#)

**416.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · last AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[NetSpeed1's solution](#)

**417.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 1100 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[NetSpeed1's solution](#)

**418.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[NetSpeed1's solution](#)

**419.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**420.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[NetSpeed1's solution](#)

**421.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 1100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**422.**

1574B

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

Quality: 18,220 global accepts · Rating: 1100 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[NetSpeed1's solution](#)

**423.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,886 global accepts · Rating: 1100 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[NetSpeed1's solution](#)

**424.**

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,824 global accepts · Rating: 1100 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**425.**

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, greedy

[NetSpeed1's solution](#)

**426.**

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**427.**

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[NetSpeed1's solution](#)

**428.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,705 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[NetSpeed1's solution](#)

**429.**

2046A

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

Quality: 16,804 global accepts · Rating: 1200 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[NetSpeed1's solution](#)

**430.**

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory  
[NetSpeed1's solution](#)

**431.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[NetSpeed1's solution](#)

**432.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[NetSpeed1's solution](#)

**433.**

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,165 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: games  
[NetSpeed1's solution](#)

**434.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: math  
[NetSpeed1's solution](#)

**435.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[NetSpeed1's solution](#)

**436.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[NetSpeed1's solution](#)

**437.**

1945C

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

Quality: 17,393 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[NetSpeed1's solution](#)

**438.**

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[NetSpeed1's solution](#)

**439.**

1909B

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

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[NetSpeed1's solution](#)

**440.**

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[NetSpeed1's solution](#)

**441.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[NetSpeed1's solution](#)

**442.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,814 global accepts · Rating: 1200 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**443.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**444.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1200 · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[NetSpeed1's solution](#)

**445.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[NetSpeed1's solution](#)

**446.**

1859C

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

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[NetSpeed1's solution](#)

**447.**

1857C

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

Quality: 41,741 global accepts · Rating: 1200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[NetSpeed1's solution](#)

**448.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[NetSpeed1's solution](#)

**449.**

1352B

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

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**450.**

1352C

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

Quality: 69,757 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[NetSpeed1's solution](#)

**451.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[NetSpeed1's solution](#)

**452.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[NetSpeed1's solution](#)

**453.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,091 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[NetSpeed1's solution](#)

**454.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[NetSpeed1's solution](#)

**455.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[NetSpeed1's solution](#)

**456.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: games

[NetSpeed1's solution](#)

**457.**

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,023 global accepts · Rating: 1200 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[NetSpeed1's solution](#)

**458.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[NetSpeed1's solution](#)

**459.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[NetSpeed1's solution](#)

**460.**

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[NetSpeed1's solution](#)

**461.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,739 global accepts · Rating: 1200 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[NetSpeed1's solution](#)

**462.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**463.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,229 global accepts · Rating: 1200 · first AC: 2022-08-18 · last AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[NetSpeed1's solution](#)

**464.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[NetSpeed1's solution](#)

**465.**

1713C

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

Quality: 18,870 global accepts · Rating: 1200 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[NetSpeed1's solution](#)

**466.**

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[NetSpeed1's solution](#)

**467.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,787 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[NetSpeed1's solution](#)

**468.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,580 global accepts · Rating: 1200 · first AC: 2022-07-12 · last AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[NetSpeed1's solution](#)

**469.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,275 global accepts · Rating: 1200 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers  
[NetSpeed1's solution](#)

**470.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[NetSpeed1's solution](#)

**471.**

1679B

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

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[NetSpeed1's solution](#)

**472.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings  
[NetSpeed1's solution](#)

**473.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,381 global accepts · Rating: 1200 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math  
[NetSpeed1's solution](#)

**474.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation  
[NetSpeed1's solution](#)

**475.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,252 global accepts · Rating: 1200 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings  
[NetSpeed1's solution](#)

**476.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[NetSpeed1's solution](#)

**477.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[NetSpeed1's solution](#)

**478.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[NetSpeed1's solution](#)

**479.**

1635C

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

Quality: 25,123 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**480.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[NetSpeed1's solution](#)

**481.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**482.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[NetSpeed1's solution](#)

**483.**

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[NetSpeed1's solution](#)

**484.**

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

[NetSpeed1's solution](#)

**485.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[NetSpeed1's solution](#)

**486.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[NetSpeed1's solution](#)

**487.**

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**488.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[NetSpeed1's solution](#)

**489.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[NetSpeed1's solution](#)

**490.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,391 global accepts · Rating: 1200 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[NetSpeed1's solution](#)

**491.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math  
[NetSpeed1's solution](#)

**492.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,924 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[NetSpeed1's solution](#)

**493.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[NetSpeed1's solution](#)

**494.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings  
[NetSpeed1's solution](#)

**495.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,707 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[NetSpeed1's solution](#)

**496.**

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1200 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: implementation, strings  
[NetSpeed1's solution](#)

**497.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,471 global accepts · Rating: 1200 · first AC: 2020-10-19 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[NetSpeed1's solution](#)

**498.**

2041A

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

Quality: 11,289 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[NetSpeed1's solution](#)

**499.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[NetSpeed1's solution](#)

**500.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[NetSpeed1's solution](#)

**501.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
[NetSpeed1's solution](#)

**502.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[NetSpeed1's solution](#)

**503.**

1902C

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

Quality: 16,973 global accepts · Rating: 1300 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[NetSpeed1's solution](#)

**504.**

1889A

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

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[NetSpeed1's solution](#)

**505.**

1879C

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

Quality: 27,105 global accepts · Rating: 1300 · first AC: 2023-09-25 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy  
[NetSpeed1's solution](#)

**506.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[NetSpeed1's solution](#)

**507.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[NetSpeed1's solution](#)

**508.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[NetSpeed1's solution](#)

**509.**

1867C

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

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[NetSpeed1's solution](#)

**510.**

1694C

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

Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**511.**

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[NetSpeed1's solution](#)

**512.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[NetSpeed1's solution](#)

**513.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[NetSpeed1's solution](#)

**514.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,316 global accepts · Rating: 1300 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[NetSpeed1's solution](#)

**515.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[NetSpeed1's solution](#)

**516.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**517.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[NetSpeed1's solution](#)

**518.**

1794C

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

Quality: 22,079 global accepts · Rating: 1300 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[NetSpeed1's solution](#)

**519.**

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**520.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[NetSpeed1's solution](#)

**521.**

1471C

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

Rating: 1300 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[NetSpeed1's solution](#)

**522.**

1810C

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

Quality: 16,549 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[NetSpeed1's solution](#)

**523.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · last AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[NetSpeed1's solution](#)

**524.**

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-10 · last AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**525.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[NetSpeed1's solution](#)

**526.**

1775B

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

Quality: 20,732 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[NetSpeed1's solution](#)

**527.**

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[NetSpeed1's solution](#)

**528.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[NetSpeed1's solution](#)

**529.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[NetSpeed1's solution](#)

**530.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[NetSpeed1's solution](#)

**531.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures  
[NetSpeed1's solution](#)

**532.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings  
[NetSpeed1's solution](#)

**533.**

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[NetSpeed1's solution](#)

**534.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[NetSpeed1's solution](#)

**535.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees  
[NetSpeed1's solution](#)

**536.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math  
[NetSpeed1's solution](#)

**537.**

1736C1

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

Quality: 16,527 global accepts · Rating: 1300 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers  
[NetSpeed1's solution](#)

**538.**

1733C

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

Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[NetSpeed1's solution](#)

**539.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,771 global accepts · Rating: 1300 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers  
[NetSpeed1's solution](#)

**540.**

1220C

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

Quality: 10,812 global accepts · Rating: 1300 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings  
[NetSpeed1's solution](#)

**541.**

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[NetSpeed1's solution](#)

**542.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy  
[NetSpeed1's solution](#)

**543.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[NetSpeed1's solution](#)

**544.**

1703F

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

Quality: 30,045 global accepts · Rating: 1300 · first AC: 2022-07-12 · last AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[NetSpeed1's solution](#)

**545.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,144 global accepts · Rating: 1300 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[NetSpeed1's solution](#)

**546.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,103 global accepts · Rating: 1300 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[NetSpeed1's solution](#)

**547.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[NetSpeed1's solution](#)

**548.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,663 global accepts · Rating: 1300 · first AC: 2022-04-09 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths  
[NetSpeed1's solution](#)

**549.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[NetSpeed1's solution](#)

**550.**

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**551.**

1649B

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

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[NetSpeed1's solution](#)

**552.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · last AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[NetSpeed1's solution](#)

**553.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[NetSpeed1's solution](#)

**554.**

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[NetSpeed1's solution](#)

**555.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[NetSpeed1's solution](#)

**556.**

1591C

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

Rating: 1300 · first AC: 2021-12-15 · last AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**557.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,798 global accepts · Rating: 1300 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[NetSpeed1's solution](#)

**558.**

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[NetSpeed1's solution](#)

**559.**

1602C

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

Rating: 1300 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[NetSpeed1's solution](#)

**560.**

1604C

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

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

[NetSpeed1's solution](#)

**561.**

1594E1

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

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

**562.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[NetSpeed1's solution](#)

**563.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-09-16 · last AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[NetSpeed1's solution](#)

**564.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**565.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[NetSpeed1's solution](#)

**566.**

4C

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

Quality: 108,111 global accepts · Rating: 1300 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[NetSpeed1's solution](#)

**567.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[NetSpeed1's solution](#)

**568.**

2084C

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

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[NetSpeed1's solution](#)

**569.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[NetSpeed1's solution](#)

**570.**

2038L

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

Quality: 7,984 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[NetSpeed1's solution](#)

**571.**

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

[NetSpeed1's solution](#)

**572.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[NetSpeed1's solution](#)

**573.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[NetSpeed1's solution](#)

**574.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[NetSpeed1's solution](#)

**575.**

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[NetSpeed1's solution](#)

**576.**

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, math

[NetSpeed1's solution](#)

**577.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[NetSpeed1's solution](#)

**578.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[NetSpeed1's solution](#)

**579.**

1919C

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

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[NetSpeed1's solution](#)

**580.**

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[NetSpeed1's solution](#)

**581.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[NetSpeed1's solution](#)

**582.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[NetSpeed1's solution](#)

**583.**

1887A1

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

Rating: 1400 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings  
[NetSpeed1's solution](#)

**584.**

1883G1

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

Quality: 19,544 global accepts · Rating: 1400 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers  
[NetSpeed1's solution](#)

**585.**

205B

[Little Elephant and Sorting](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[NetSpeed1's solution](#)

**586.**

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[NetSpeed1's solution](#)

**587.**

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[NetSpeed1's solution](#)

**588.**

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy  
[NetSpeed1's solution](#)

**589.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**590.**

1805C

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

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math

[NetSpeed1's solution](#)

**591.**

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[NetSpeed1's solution](#)

**592.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[NetSpeed1's solution](#)

**593.**

1374D

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

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[NetSpeed1's solution](#)

**594.**

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[NetSpeed1's solution](#)

**595.**

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[NetSpeed1's solution](#)

**596.**

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

**597.**

1771B

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

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[NetSpeed1's solution](#)

**598.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NetSpeed1's solution](#)

**599.**

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[NetSpeed1's solution](#)

**600.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[NetSpeed1's solution](#)

**601.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NetSpeed1's solution](#)

**602.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[NetSpeed1's solution](#)

**603.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[NetSpeed1's solution](#)

**604.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[NetSpeed1's solution](#)

**605.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1400 · first AC: 2022-10-30 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[NetSpeed1's solution](#)

**606.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[NetSpeed1's solution](#)

**607.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[NetSpeed1's solution](#)

**608.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 1400 · first AC: 2022-10-03 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[NetSpeed1's solution](#)

**609.**

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**610.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[NetSpeed1's solution](#)

**611.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NetSpeed1's solution](#)

**612.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[NetSpeed1's solution](#)

**613.**

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**614.**

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[NetSpeed1's solution](#)

**615.**

1728C

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

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-08 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[NetSpeed1's solution](#)

**616.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[NetSpeed1's solution](#)

**617.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1400 · first AC: 2022-08-01 · last AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[NetSpeed1's solution](#)

**618.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[NetSpeed1's solution](#)

**619.**

1705C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NetSpeed1's solution](#)

**620.**

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[NetSpeed1's solution](#)

**621.**

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[NetSpeed1's solution](#)

**622.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1400 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[NetSpeed1's solution](#)

**623.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[NetSpeed1's solution](#)

**624.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[NetSpeed1's solution](#)

**625.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[NetSpeed1's solution](#)

**626.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,298 global accepts · Rating: 1400 · first AC: 2022-02-06 · last AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[NetSpeed1's solution](#)

**627.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[NetSpeed1's solution](#)

**628.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[NetSpeed1's solution](#)

**629.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[NetSpeed1's solution](#)

**630.**

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · last AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[NetSpeed1's solution](#)

**631.**

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[NetSpeed1's solution](#)

**632.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[NetSpeed1's solution](#)

**633.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,573 global accepts · Rating: 1400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[NetSpeed1's solution](#)

**634.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 1400 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[NetSpeed1's solution](#)

**635.**

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[NetSpeed1's solution](#)

**636.**

1520E

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

Quality: 28,605 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**637.**

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[NetSpeed1's solution](#)

**638.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1400 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[NetSpeed1's solution](#)

**639.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 1400 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[NetSpeed1's solution](#)

**640.**

2115A

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

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[NetSpeed1's solution](#)

**641.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[NetSpeed1's solution](#)

**642.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**643.**

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**644.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,493 global accepts · Rating: 1500 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[NetSpeed1's solution](#)

**645.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[NetSpeed1's solution](#)

**646.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math

[NetSpeed1's solution](#)

**647.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[NetSpeed1's solution](#)

**648.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,194 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[NetSpeed1's solution](#)

**649.**

1891C

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

Quality: 20,351 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, sortings, two pointers

[NetSpeed1's solution](#)

**650.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[NetSpeed1's solution](#)

**651.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[NetSpeed1's solution](#)

**652.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,841 global accepts · Rating: 1500 · first AC: 2023-09-25 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**653.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,462 global accepts · Rating: 1500 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[NetSpeed1's solution](#)

**654.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1500 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[NetSpeed1's solution](#)

**655.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[NetSpeed1's solution](#)

**656.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[NetSpeed1's solution](#)

**657.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[NetSpeed1's solution](#)

**658.**

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

**659.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs  
[NetSpeed1's solution](#)

**660.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[NetSpeed1's solution](#)

**661.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[NetSpeed1's solution](#)

**662.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**663.**

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[NetSpeed1's solution](#)

**664.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[NetSpeed1's solution](#)

**665.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**666.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[NetSpeed1's solution](#)

**667.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**668.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**669.**

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation,

math

[NetSpeed1's solution](#)

**670.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, sortings

[NetSpeed1's solution](#)

**671.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[NetSpeed1's solution](#)

**672.**

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**673.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[NetSpeed1's solution](#)

**674.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[NetSpeed1's solution](#)

**675.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[NetSpeed1's solution](#)

**676.**

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[NetSpeed1's solution](#)

**677.**

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[NetSpeed1's solution](#)

**678.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-13 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[NetSpeed1's solution](#)

**679.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[NetSpeed1's solution](#)

**680.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[NetSpeed1's solution](#)

**681.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[NetSpeed1's solution](#)

**682.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · last AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**683.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 1500 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[NetSpeed1's solution](#)

**684.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[NetSpeed1's solution](#)

**685.**

1646C

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

Quality: 19,511 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[NetSpeed1's solution](#)

**686.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[NetSpeed1's solution](#)

**687.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[NetSpeed1's solution](#)

**688.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[NetSpeed1's solution](#)

**689.**

1614C

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

Quality: 11,313 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

[NetSpeed1's solution](#)

### 690.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[NetSpeed1's solution](#)

### 691.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[NetSpeed1's solution](#)

### 692.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

### 693.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

### 694.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[NetSpeed1's solution](#)

### 695.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[NetSpeed1's solution](#)

### 696.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,219 global accepts · Rating: 1500 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: hashing, implementation

[NetSpeed1's solution](#)

### 697.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[NetSpeed1's solution](#)

### 698.

2046B

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

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[NetSpeed1's solution](#)

### 699.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar,

graphs, math

[NetSpeed1's solution](#)

**700.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,614 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[NetSpeed1's solution](#)

**701.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[NetSpeed1's solution](#)

**702.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[NetSpeed1's solution](#)

**703.**

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**704.**

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**705.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[NetSpeed1's solution](#)

**706.**

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

**707.**

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[NetSpeed1's solution](#)

**708.**

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[NetSpeed1's solution](#)

**709.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[NetSpeed1's solution](#)

**710.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[NetSpeed1's solution](#)

**711.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,325 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[NetSpeed1's solution](#)

**712.**

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

**713.**

1849C

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

Quality: 12,530 global accepts · Rating: 1600 · first AC: 2023-07-27 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[NetSpeed1's solution](#)

**714.**

453A

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

Quality: 12,438 global accepts · Rating: 1600 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: probabilities

[NetSpeed1's solution](#)

**715.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[NetSpeed1's solution](#)

**716.**

114C

[Grammar Lessons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[NetSpeed1's solution](#)

**717.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[NetSpeed1's solution](#)

**718.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,326 global accepts · Rating: 1600 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**719.**

1352G

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

Quality: 24,798 global accepts · Rating: 1600 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**720.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[NetSpeed1's solution](#)

**721.**

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[NetSpeed1's solution](#)

**722.**

1782C

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

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

[NetSpeed1's solution](#)

**723.**

1775C

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

Quality: 14,205 global accepts · Rating: 1600 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[NetSpeed1's solution](#)

**724.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**725.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[NetSpeed1's solution](#)

**726.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1600 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**727.**

1771C

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

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[NetSpeed1's solution](#)

**728.**

1748C

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

Quality: 13,003 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[NetSpeed1's solution](#)

**729.**

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**730.**

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[NetSpeed1's solution](#)

**731.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**732.**

1741E

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

Quality: 17,793 global accepts · Rating: 1600 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**733.**

1730B

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

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[NetSpeed1's solution](#)

**734.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[NetSpeed1's solution](#)

**735.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[NetSpeed1's solution](#)

**736.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, two pointers

[NetSpeed1's solution](#)

**737.**

1714D

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

Quality: 10,321 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[NetSpeed1's solution](#)

**738.**

1703G

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

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-12 · last AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[NetSpeed1's solution](#)

**739.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,471 global accepts · Rating: 1600 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[NetSpeed1's solution](#)

**740.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[NetSpeed1's solution](#)

**741.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[NetSpeed1's solution](#)

**742.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[NetSpeed1's solution](#)

**743.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers

[NetSpeed1's solution](#)

**744.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · last AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[NetSpeed1's solution](#)

**745.**

1658D1

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

Quality: 10,003 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[NetSpeed1's solution](#)

**746.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,484 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, math

[NetSpeed1's solution](#)

**747.**

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

**748.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,687 global accepts · Rating: 1600 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**749.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[NetSpeed1's solution](#)

**750.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[NetSpeed1's solution](#)

**751.**

1623C

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

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · last AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[NetSpeed1's solution](#)

**752.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · last AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[NetSpeed1's solution](#)

**753.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[NetSpeed1's solution](#)

**754.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**755.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**756.**

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**757.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**758.**

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[NetSpeed1's solution](#)

**759.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[NetSpeed1's solution](#)

**760.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[NetSpeed1's solution](#)

**761.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[NetSpeed1's solution](#)

**762.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[NetSpeed1's solution](#)

**763.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1600 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math  
[NetSpeed1's solution](#)

**764.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[NetSpeed1's solution](#)

**765.**

1512E

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

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[NetSpeed1's solution](#)

**766.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[NetSpeed1's solution](#)

**767.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,312 global accepts · Rating: 1600 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: implementation, math  
[NetSpeed1's solution](#)

**768.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math  
[NetSpeed1's solution](#)

**769.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs  
[NetSpeed1's solution](#)

**770.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[NetSpeed1's solution](#)

**771.**

1314A

[Recommendations](#) · [Tutorial](#)

Quality: 1700 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[NetSpeed1's solution](#)

**772.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[NetSpeed1's solution](#)

**773.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,584 global accepts · Rating: 1700 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[NetSpeed1's solution](#)

**774.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,785 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[NetSpeed1's solution](#)

**775.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[NetSpeed1's solution](#)

**776.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

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**777.**

2006A

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

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[NetSpeed1's solution](#)

**778.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[NetSpeed1's solution](#)

**779.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

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**780.**

1930C

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

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

[NetSpeed1's solution](#)

## 781.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[NetSpeed1's solution](#)

## 782.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[NetSpeed1's solution](#)

## 783.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

## 784.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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## 785.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,470 global accepts · Rating: 1700 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

## 786.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1700 · first AC: 2023-09-25 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[NetSpeed1's solution](#)

## 787.

1879D

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

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2023-09-25 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

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## 788.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

## 789.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[NetSpeed1's solution](#)

## 790.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[NetSpeed1's solution](#)

**791.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[NetSpeed1's solution](#)

**792.**

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[NetSpeed1's solution](#)

**793.**

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[NetSpeed1's solution](#)

**794.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[NetSpeed1's solution](#)

**795.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[NetSpeed1's solution](#)

**796.**

1792D

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

Quality: 8,038 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[NetSpeed1's solution](#)

**797.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1700 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[NetSpeed1's solution](#)

**798.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[NetSpeed1's solution](#)

**799.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[NetSpeed1's solution](#)

**800.**

1731D

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

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

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### 801.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,133 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[NetSpeed1's solution](#)

### 802.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

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### 803.

1765D

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### 804.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

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### 805.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[NetSpeed1's solution](#)

### 806.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

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### 807.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1700 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[NetSpeed1's solution](#)

### 808.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-10-26 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[NetSpeed1's solution](#)

### 809.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[NetSpeed1's solution](#)

**810.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1700 · first AC: 2022-10-03 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[NetSpeed1's solution](#)

**811.**

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[NetSpeed1's solution](#)

**812.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[NetSpeed1's solution](#)

**813.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[NetSpeed1's solution](#)

**814.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[NetSpeed1's solution](#)

**815.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[NetSpeed1's solution](#)

**816.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[NetSpeed1's solution](#)

**817.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2021-10-07 · last AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[NetSpeed1's solution](#)

**818.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[NetSpeed1's solution](#)

**819.**

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[NetSpeed1's solution](#)

**820.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[NetSpeed1's solution](#)

**821.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[NetSpeed1's solution](#)

**822.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[NetSpeed1's solution](#)

**823.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[NetSpeed1's solution](#)

**824.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[NetSpeed1's solution](#)

**825.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[NetSpeed1's solution](#)

**826.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[NetSpeed1's solution](#)

**827.**

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[NetSpeed1's solution](#)

**828.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**829.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[NetSpeed1's solution](#)

**830.**

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[NetSpeed1's solution](#)

**831.**

1629D

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

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[NetSpeed1's solution](#)

**832.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[NetSpeed1's solution](#)

**833.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[NetSpeed1's solution](#)

**834.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[NetSpeed1's solution](#)

**835.**

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**836.**

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

[NetSpeed1's solution](#)

**837.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[NetSpeed1's solution](#)

**838.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[NetSpeed1's solution](#)

**839.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[NetSpeed1's solution](#)

**840.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[NetSpeed1's solution](#)

**841.**

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[NetSpeed1's solution](#)

**842.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**843.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[NetSpeed1's solution](#)

**844.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**845.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,843 global accepts · Rating: 1700 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: implementation, math

[NetSpeed1's solution](#)

**846.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1700 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[NetSpeed1's solution](#)

**847.**

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, greedy, math

[NetSpeed1's solution](#)

**848.**

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, brute force

[NetSpeed1's solution](#)

**849.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[NetSpeed1's solution](#)

**850.**

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, sortings

[NetSpeed1's solution](#)

**851.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[NetSpeed1's solution](#)

**852.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[NetSpeed1's solution](#)

**853.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, math

[NetSpeed1's solution](#)

**854.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[NetSpeed1's solution](#)

**855.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[NetSpeed1's solution](#)

**856.**

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[NetSpeed1's solution](#)

**857.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,906 global accepts · Rating: 1800 · first AC: 2021-07-17 · last AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[NetSpeed1's solution](#)

**858.**

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 1800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**859.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[NetSpeed1's solution](#)

**860.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[NetSpeed1's solution](#)

**861.**

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[NetSpeed1's solution](#)

**862.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[NetSpeed1's solution](#)

**863.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,714 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[NetSpeed1's solution](#)

**864.**

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[NetSpeed1's solution](#)

**865.**

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[NetSpeed1's solution](#)

**866.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[NetSpeed1's solution](#)

**867.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[NetSpeed1's solution](#)

**868.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[NetSpeed1's solution](#)

**869.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[NetSpeed1's solution](#)

**870.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[NetSpeed1's solution](#)

**871.**

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[NetSpeed1's solution](#)

**872.**

1859D

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

Quality: 7,995 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[NetSpeed1's solution](#)

**873.**

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[NetSpeed1's solution](#)

**874.**

1851F

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

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-07-25 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[NetSpeed1's solution](#)

**875.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[NetSpeed1's solution](#)

**876.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[NetSpeed1's solution](#)

**877.**

1805D

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

Quality: 8,997 global accepts · Rating: 1800 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[NetSpeed1's solution](#)

**878.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math

[NetSpeed1's solution](#)

**879.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[NetSpeed1's solution](#)

**880.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[NetSpeed1's solution](#)

**881.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[NetSpeed1's solution](#)

**882.**

1782D

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

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

[NetSpeed1's solution](#)

**883.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[NetSpeed1's solution](#)

**884.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[NetSpeed1's solution](#)

**885.**

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NetSpeed1's solution](#)

**886.**

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[NetSpeed1's solution](#)

**887.**

1732C1

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

Quality: 7,569 global accepts · Rating: 1800 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[NetSpeed1's solution](#)

**888.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[NetSpeed1's solution](#)

**889.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[NetSpeed1's solution](#)

**890.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-30 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

**891.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[NetSpeed1's solution](#)

**892.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1800 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**893.**

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[NetSpeed1's solution](#)

**894.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[NetSpeed1's solution](#)

**895.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: games

[NetSpeed1's solution](#)

**896.**

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[NetSpeed1's solution](#)

**897.**

1729E

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

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[NetSpeed1's solution](#)

**898.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[NetSpeed1's solution](#)

**899.**

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[NetSpeed1's solution](#)

**900.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[NetSpeed1's solution](#)

**901.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · last AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[NetSpeed1's solution](#)

**902.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**903.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[NetSpeed1's solution](#)

**904.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[NetSpeed1's solution](#)

**905.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[NetSpeed1's solution](#)

**906.**

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[NetSpeed1's solution](#)

**907.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[NetSpeed1's solution](#)

**908.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[NetSpeed1's solution](#)

**909.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[NetSpeed1's solution](#)

**910.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[NetSpeed1's solution](#)

**911.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[NetSpeed1's solution](#)

**912.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[NetSpeed1's solution](#)

**913.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[NetSpeed1's solution](#)

**914.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[NetSpeed1's solution](#)

**915.**

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[NetSpeed1's solution](#)

**916.**

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[NetSpeed1's solution](#)

**917.**

1583D

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

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[NetSpeed1's solution](#)

**918.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[NetSpeed1's solution](#)

**919.**

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

[NetSpeed1's solution](#)

**920.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[NetSpeed1's solution](#)

**921.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[NetSpeed1's solution](#)

**922.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[NetSpeed1's solution](#)

**923.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[NetSpeed1's solution](#)

**924.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[NetSpeed1's solution](#)

**925.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[NetSpeed1's solution](#)

**926.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1800 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[NetSpeed1's solution](#)

**927.**

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[NetSpeed1's solution](#)

**928.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[NetSpeed1's solution](#)

**929.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1800 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[NetSpeed1's solution](#)

**930.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[NetSpeed1's solution](#)

**931.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,448 global accepts · Rating: 1900 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[NetSpeed1's solution](#)

**932.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[NetSpeed1's solution](#)

**933.**

2038G

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

Quality: 2,953 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[NetSpeed1's solution](#)

**934.**

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[NetSpeed1's solution](#)

**935.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,188 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[NetSpeed1's solution](#)

**936.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[NetSpeed1's solution](#)

**937.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[NetSpeed1's solution](#)

**938.**

2002D1

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

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[NetSpeed1's solution](#)

**939.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,717 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[NetSpeed1's solution](#)

**940.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[NetSpeed1's solution](#)

**941.**

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms

[NetSpeed1's solution](#)

**942.**

1968G1

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

Quality: 5,297 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[NetSpeed1's solution](#)

**943.**

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

**944.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[NetSpeed1's solution](#)

**945.**

1945F

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

Quality: 5,102 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[NetSpeed1's solution](#)

**946.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[NetSpeed1's solution](#)

**947.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[NetSpeed1's solution](#)

**948.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[NetSpeed1's solution](#)

**949.**

1488D

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

Quality: 360 global accepts · Rating: 1900 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, binary search, greedy

[NetSpeed1's solution](#)

**950.**

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, binary search, brute force, math

[NetSpeed1's solution](#)

**951.**

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[NetSpeed1's solution](#)

**952.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

**953.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,902 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[NetSpeed1's solution](#)

**954.**

1883G2

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

Quality: 6,740 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[NetSpeed1's solution](#)

**955.**

1887A2

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

Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[NetSpeed1's solution](#)

**956.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[NetSpeed1's solution](#)

**957.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,096 global accepts · Rating: 1900 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

**958.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[NetSpeed1's solution](#)

**959.**

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[NetSpeed1's solution](#)

**960.**

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[NetSpeed1's solution](#)

**961.**

294C

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

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[NetSpeed1's solution](#)

**962.**

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[NetSpeed1's solution](#)

**963.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**964.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[NetSpeed1's solution](#)

**965.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-07 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[NetSpeed1's solution](#)

**966.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[NetSpeed1's solution](#)

**967.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,663 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[NetSpeed1's solution](#)

**968.**

1471D

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

Rating: 1900 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[NetSpeed1's solution](#)

**969.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[NetSpeed1's solution](#)

**970.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[NetSpeed1's solution](#)

**971.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · last AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[NetSpeed1's solution](#)

**972.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[NetSpeed1's solution](#)

**973.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[NetSpeed1's solution](#)

**974.**

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[NetSpeed1's solution](#)

**975.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

**976.**

258B

[Little Elephant and Elections](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[NetSpeed1's solution](#)

**977.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**978.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[NetSpeed1's solution](#)

**979.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[NetSpeed1's solution](#)

**980.**

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[NetSpeed1's solution](#)

**981.**

1747D

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

Quality: 5,559 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[NetSpeed1's solution](#)

**982.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[NetSpeed1's solution](#)

**983.**

1509D

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

Rating: 1900 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[NetSpeed1's solution](#)

**984.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,381 global accepts · Rating: 1900 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[NetSpeed1's solution](#)

**985.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,363 global accepts · Rating: 1900 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[NetSpeed1's solution](#)

**986.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,539 global accepts · Rating: 1900 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

**987.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[NetSpeed1's solution](#)

**988.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

data structures, dfs and similar, graphs, greedy, trees

[NetSpeed1's solution](#)

**989.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[NetSpeed1's solution](#)

**990.**

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[NetSpeed1's solution](#)

**991.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[NetSpeed1's solution](#)

**992.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[NetSpeed1's solution](#)

**993.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[NetSpeed1's solution](#)

**994.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[NetSpeed1's solution](#)

**995.**

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[NetSpeed1's solution](#)

**996.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[NetSpeed1's solution](#)

**997.**

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[NetSpeed1's solution](#)

**998.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

[NetSpeed1's solution](#)

### 999.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[NetSpeed1's solution](#)

### 1000.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[NetSpeed1's solution](#)

### 1001.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[NetSpeed1's solution](#)

### 1002.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[NetSpeed1's solution](#)

### 1003.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[NetSpeed1's solution](#)

### 1004.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[NetSpeed1's solution](#)

### 1005.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[NetSpeed1's solution](#)

### 1006.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[NetSpeed1's solution](#)

### 1007.

1702G1

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

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · last AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[NetSpeed1's solution](#)

### 1008.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[NetSpeed1's solution](#)

### 1009.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[NetSpeed1's solution](#)

### 1010.

1679D

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

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[NetSpeed1's solution](#)

### 1011.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NetSpeed1's solution](#)

### 1012.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[NetSpeed1's solution](#)

### 1013.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

### 1014.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,118 global accepts · Rating: 1900 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, trees

[NetSpeed1's solution](#)

### 1015.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[NetSpeed1's solution](#)

### 1016.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,840 global accepts · Rating: 1900 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[NetSpeed1's solution](#)

### 1017.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[NetSpeed1's solution](#)

### 1018.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[NetSpeed1's solution](#)

### 1019.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[NetSpeed1's solution](#)

### 1020.

1591D

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

Rating: 1900 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[NetSpeed1's solution](#)

### 1021.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,502 global accepts · Rating: 1900 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[NetSpeed1's solution](#)

### 1022.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[NetSpeed1's solution](#)

### 1023.

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[NetSpeed1's solution](#)

### 1024.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[NetSpeed1's solution](#)

### 1025.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[NetSpeed1's solution](#)

### 1026.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[NetSpeed1's solution](#)

### 1027.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,373 global accepts · Rating: 1900 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[NetSpeed1's solution](#)

### 1028.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 1900 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[NetSpeed1's solution](#)

### 1029.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[NetSpeed1's solution](#)

### 1030.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,814 global accepts · Rating: 1900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[NetSpeed1's solution](#)

### 1031.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[NetSpeed1's solution](#)

### 1032.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[NetSpeed1's solution](#)

### 1033.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2022-10-31 · last AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[NetSpeed1's solution](#)

### 1034.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[NetSpeed1's solution](#)

### 1035.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[NetSpeed1's solution](#)

### 1036.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[NetSpeed1's solution](#)

### 1037.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[NetSpeed1's solution](#)

### 1038.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[NetSpeed1's solution](#)

### 1039.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, sortings

[NetSpeed1's solution](#)

### 1040.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[NetSpeed1's solution](#)

### 1041.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

### 1042.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics

[NetSpeed1's solution](#)

### 1043.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

### 1044.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[NetSpeed1's solution](#)

### 1045.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

### 1046.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[NetSpeed1's solution](#)

### 1047.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[NetSpeed1's solution](#)

### 1048.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, greedy, trees

[NetSpeed1's solution](#)

**1049.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[NetSpeed1's solution](#)

**1050.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees  
[NetSpeed1's solution](#)

**1051.**

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[NetSpeed1's solution](#)

**1052.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs, greedy  
[NetSpeed1's solution](#)

**1053.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[NetSpeed1's solution](#)

**1054.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[NetSpeed1's solution](#)

**1055.**

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation  
[NetSpeed1's solution](#)

**1056.**

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[NetSpeed1's solution](#)

**1057.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[NetSpeed1's solution](#)

**1058.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[NetSpeed1's solution](#)

**1059.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[NetSpeed1's solution](#)

**1060.**

961D

[Pair Of Lines · Tutorial](#)

Quality: 4,864 global accepts · Rating: 2000 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[NetSpeed1's solution](#)

**1061.**

1349C

[Orac and Game of Life · Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[NetSpeed1's solution](#)

**1062.**

803F

[Coprime Subsequences · Tutorial](#)

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[NetSpeed1's solution](#)

**1063.**

1796D

[Maximum Subarray · Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[NetSpeed1's solution](#)

**1064.**

1857G

[Counting Graphs · Tutorial](#)

Quality: 5,484 global accepts · Rating: 2000 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[NetSpeed1's solution](#)

**1065.**

1827B1

[Range Sorting \(Easy Version\) · Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[NetSpeed1's solution](#)

**1066.**

1851G

[Vlad and the Mountains · Tutorial](#)

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2023-07-25 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[NetSpeed1's solution](#)

**1067.**

1451E1

[Bitwise Queries \(Easy Version\) · Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[NetSpeed1's solution](#)

**1068.**

113B

[Petr# · Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing,

strings

[NetSpeed1's solution](#)

**1069.**

114D

[Petr# · Tutorial](#)

Rating: 2000 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[NetSpeed1's solution](#)

**1070.**

1788D

[Moving Dots · Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[NetSpeed1's solution](#)

**1071.**

1744F

[MEX vs MED · Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[NetSpeed1's solution](#)

**1072.**

1363E

[Tree Shuffling · Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

**1073.**

1380D

[Berserk And Fireball · Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[NetSpeed1's solution](#)

**1074.**

119C

[Education Reform · Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**1075.**

1815B

[Sum Graph · Tutorial](#)

Quality: 3,600 global accepts · Rating: 2000 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[NetSpeed1's solution](#)

**1076.**

895C

[Square Subsets · Tutorial](#)

Quality: 7,346 global accepts · Rating: 2000 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[NetSpeed1's solution](#)

**1077.**

1783D

[Different Arrays · Tutorial](#)

Quality: 5,287 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[NetSpeed1's solution](#)

**1078.**

1731E

[Graph Cost · Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory  
[NetSpeed1's solution](#)

### 1079.

1763C

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

Quality: 7,799 global accepts · Rating: 2000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[NetSpeed1's solution](#)

### 1080.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[NetSpeed1's solution](#)

### 1081.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

### 1082.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[NetSpeed1's solution](#)

### 1083.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[NetSpeed1's solution](#)

### 1084.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[NetSpeed1's solution](#)

### 1085.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[NetSpeed1's solution](#)

### 1086.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[NetSpeed1's solution](#)

### 1087.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[NetSpeed1's solution](#)

### 1088.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[NetSpeed1's solution](#)

### 1089.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

### 1090.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[NetSpeed1's solution](#)

### 1091.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

### 1092.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[NetSpeed1's solution](#)

### 1093.

1191F

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[NetSpeed1's solution](#)

### 1094.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures

[NetSpeed1's solution](#)

### 1095.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[NetSpeed1's solution](#)

### 1096.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[NetSpeed1's solution](#)

### 1097.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[NetSpeed1's solution](#)

### 1098.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · last AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[NetSpeed1's solution](#)

### 1099.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[NetSpeed1's solution](#)

### 1100.

1702G2

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

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · last AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[NetSpeed1's solution](#)

### 1101.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-07-10 · last AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[NetSpeed1's solution](#)

### 1102.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[NetSpeed1's solution](#)

### 1103.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[NetSpeed1's solution](#)

### 1104.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,303 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[NetSpeed1's solution](#)

### 1105.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[NetSpeed1's solution](#)

### 1106.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[NetSpeed1's solution](#)

### 1107.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[NetSpeed1's solution](#)

### 1108.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[NetSpeed1's solution](#)

### 1109.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

### 1110.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[NetSpeed1's solution](#)

### 1111.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-06 · last AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[NetSpeed1's solution](#)

### 1112.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[NetSpeed1's solution](#)

### 1113.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

### 1114.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[NetSpeed1's solution](#)

### 1115.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[NetSpeed1's solution](#)

### 1116.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[NetSpeed1's solution](#)

### 1117.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

### 1118.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar,

shortest paths, trees

[NetSpeed1's solution](#)

**1119.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[NetSpeed1's solution](#)

**1120.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, dp

[NetSpeed1's solution](#)

**1121.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[NetSpeed1's solution](#)

**1122.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

**1123.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[NetSpeed1's solution](#)

**1124.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NetSpeed1's solution](#)

**1125.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,906 global accepts · Rating: 2000 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[NetSpeed1's solution](#)

**1126.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**1127.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 2000 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[NetSpeed1's solution](#)

**1128.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[NetSpeed1's solution](#)

**1129.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[NetSpeed1's solution](#)

**1130.**

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, dp, greedy

[NetSpeed1's solution](#)

**1131.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[NetSpeed1's solution](#)

**1132.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[NetSpeed1's solution](#)

**1133.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[NetSpeed1's solution](#)

**1134.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[NetSpeed1's solution](#)

**1135.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[NetSpeed1's solution](#)

**1136.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[NetSpeed1's solution](#)

**1137.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[NetSpeed1's solution](#)

**1138.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[NetSpeed1's solution](#)

**1139.**

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[NetSpeed1's solution](#)

**1140.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,070 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[NetSpeed1's solution](#)

**1141.**

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[NetSpeed1's solution](#)

**1142.**

1930D2

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

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

[NetSpeed1's solution](#)

**1143.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[NetSpeed1's solution](#)

**1144.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**1145.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[NetSpeed1's solution](#)

**1146.**

1910E

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

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, dp

[NetSpeed1's solution](#)

**1147.**

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[NetSpeed1's solution](#)

**1148.**

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics,

data structures, math

[NetSpeed1's solution](#)

**1149.**

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[NetSpeed1's solution](#)

**1150.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[NetSpeed1's solution](#)

**1151.**

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)

**1152.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[NetSpeed1's solution](#)

**1153.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[NetSpeed1's solution](#)

**1154.**

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[NetSpeed1's solution](#)

**1155.**

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[NetSpeed1's solution](#)

**1156.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[NetSpeed1's solution](#)

**1157.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[NetSpeed1's solution](#)

**1158.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[NetSpeed1's solution](#)

### 1159.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[NetSpeed1's solution](#)

### 1160.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[NetSpeed1's solution](#)

### 1161.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[NetSpeed1's solution](#)

### 1162.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-06-26 · last AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[NetSpeed1's solution](#)

### 1163.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

### 1164.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[NetSpeed1's solution](#)

### 1165.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[NetSpeed1's solution](#)

### 1166.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[NetSpeed1's solution](#)

### 1167.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[NetSpeed1's solution](#)

### 1168.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**1169.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[NetSpeed1's solution](#)

**1170.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**1171.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[NetSpeed1's solution](#)

**1172.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[NetSpeed1's solution](#)

**1173.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[NetSpeed1's solution](#)

**1174.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[NetSpeed1's solution](#)

**1175.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

**1176.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,250 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

[NetSpeed1's solution](#)

**1177.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[NetSpeed1's solution](#)

**1178.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-10-26 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**1179.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[NetSpeed1's solution](#)

**1180.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-24 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[NetSpeed1's solution](#)

**1181.**

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search

[NetSpeed1's solution](#)

**1182.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[NetSpeed1's solution](#)

**1183.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[NetSpeed1's solution](#)

**1184.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[NetSpeed1's solution](#)

**1185.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[NetSpeed1's solution](#)

**1186.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[NetSpeed1's solution](#)

**1187.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,592 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[NetSpeed1's solution](#)

**1188.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[NetSpeed1's solution](#)

**1189.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2100 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[NetSpeed1's solution](#)

**1190.**

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[NetSpeed1's solution](#)

**1191.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[NetSpeed1's solution](#)

**1192.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[NetSpeed1's solution](#)

**1193.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2100 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[NetSpeed1's solution](#)

**1194.**

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**1195.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[NetSpeed1's solution](#)

**1196.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings

[NetSpeed1's solution](#)

**1197.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[NetSpeed1's solution](#)

**1198.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[NetSpeed1's solution](#)**1199.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[NetSpeed1's solution](#)**1200.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[NetSpeed1's solution](#)**1201.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[NetSpeed1's solution](#)**1202.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[NetSpeed1's solution](#)**1203.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)**1204.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy

[NetSpeed1's solution](#)**1205.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[NetSpeed1's solution](#)**1206.**

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)**1207.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[NetSpeed1's solution](#)

**1208.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[NetSpeed1's solution](#)**1209.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2100 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[NetSpeed1's solution](#)**1210.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[NetSpeed1's solution](#)**1211.**

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[NetSpeed1's solution](#)**1212.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[NetSpeed1's solution](#)**1213.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[NetSpeed1's solution](#)**1214.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[NetSpeed1's solution](#)**1215.**

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, greedy

[NetSpeed1's solution](#)**1216.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[NetSpeed1's solution](#)**1217.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[NetSpeed1's solution](#)

**1218.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[NetSpeed1's solution](#)

**1219.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[NetSpeed1's solution](#)

**1220.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[NetSpeed1's solution](#)

**1221.**

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[NetSpeed1's solution](#)

**1222.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[NetSpeed1's solution](#)

**1223.**

1997E

[Level Up](#) · [Tutorial](#)

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

[NetSpeed1's solution](#)

**1224.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[NetSpeed1's solution](#)

**1225.**

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry

[NetSpeed1's solution](#)

**1226.**

1968G2

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

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[NetSpeed1's solution](#)

**1227.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[NetSpeed1's solution](#)

**1228.**

1946E

[Girl Permutation](#) · [Tutorial](#)

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

[NetSpeed1's solution](#)

**1229.**

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**1230.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[NetSpeed1's solution](#)

**1231.**

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, data structures, dp

[NetSpeed1's solution](#)

**1232.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[NetSpeed1's solution](#)

**1233.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[NetSpeed1's solution](#)

**1234.**

958E2

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[NetSpeed1's solution](#)

**1235.**

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[NetSpeed1's solution](#)

**1236.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[NetSpeed1's solution](#)

**1237.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[NetSpeed1's solution](#)

**1238.**

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive  
[NetSpeed1's solution](#)

**1239.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[NetSpeed1's solution](#)

**1240.**

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2023-07-10 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**1241.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**1242.**

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[NetSpeed1's solution](#)

**1243.**

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[NetSpeed1's solution](#)

**1244.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[NetSpeed1's solution](#)

**1245.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[NetSpeed1's solution](#)

**1246.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[NetSpeed1's solution](#)

**1247.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[NetSpeed1's solution](#)

**1248.**

1795E

[Explosions? · Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[NetSpeed1's solution](#)

**1249.**

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[NetSpeed1's solution](#)

**1250.**

1848D

[Vika and Bonuses · Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[NetSpeed1's solution](#)

**1251.**

592D

[Super M · Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[NetSpeed1's solution](#)

**1252.**

1498E

[Two Houses · Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[NetSpeed1's solution](#)

**1253.**

1498D

[Bananas in a Microwave · Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[NetSpeed1's solution](#)

**1254.**

113C

[Double Happiness · Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[NetSpeed1's solution](#)

**1255.**

114E

[Double Happiness · Tutorial](#)

Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**1256.**

1156D

[0-1-Tree · Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[NetSpeed1's solution](#)

**1257.**

1474D

[Cleaning · Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[NetSpeed1's solution](#)

**1258.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[NetSpeed1's solution](#)

**1259.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[NetSpeed1's solution](#)

**1260.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[NetSpeed1's solution](#)

**1261.**

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NetSpeed1's solution](#)

**1262.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[NetSpeed1's solution](#)

**1263.**

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[NetSpeed1's solution](#)

**1264.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[NetSpeed1's solution](#)

**1265.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[NetSpeed1's solution](#)

**1266.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**1267.**

690C3

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

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: trees

[NetSpeed1's solution](#)

**1268.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[NetSpeed1's solution](#)

**1269.**

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: games

[NetSpeed1's solution](#)

**1270.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[NetSpeed1's solution](#)

**1271.**

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**1272.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[NetSpeed1's solution](#)

**1273.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[NetSpeed1's solution](#)

**1274.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NetSpeed1's solution](#)

**1275.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[NetSpeed1's solution](#)

**1276.**

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[NetSpeed1's solution](#)

**1277.**

1785C

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

Rating: 2200 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[NetSpeed1's solution](#)

**1278.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[NetSpeed1's solution](#)

**1279.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[NetSpeed1's solution](#)

**1280.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[NetSpeed1's solution](#)

**1281.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[NetSpeed1's solution](#)

**1282.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[NetSpeed1's solution](#)

**1283.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[NetSpeed1's solution](#)

**1284.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[NetSpeed1's solution](#)

**1285.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[NetSpeed1's solution](#)

**1286.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[NetSpeed1's solution](#)

**1287.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[NetSpeed1's solution](#)

**1288.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[NetSpeed1's solution](#)

**1289.**

1157G

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

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[NetSpeed1's solution](#)

**1290.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[NetSpeed1's solution](#)

**1291.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[NetSpeed1's solution](#)

**1292.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**1293.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, interactive

[NetSpeed1's solution](#)

**1294.**

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)

**1295.**

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[NetSpeed1's solution](#)

**1296.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-07 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[NetSpeed1's solution](#)

**1297.**

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[NetSpeed1's solution](#)

### 1298.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[NetSpeed1's solution](#)

### 1299.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[NetSpeed1's solution](#)

### 1300.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[NetSpeed1's solution](#)

### 1301.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)

### 1302.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[NetSpeed1's solution](#)

### 1303.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[NetSpeed1's solution](#)

### 1304.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

### 1305.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[NetSpeed1's solution](#)

### 1306.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[NetSpeed1's solution](#)

### 1307.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 2200 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[NetSpeed1's solution](#)

### 1308.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 2200 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs

[NetSpeed1's solution](#)

### 1309.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[NetSpeed1's solution](#)

### 1310.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[NetSpeed1's solution](#)

### 1311.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2200 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[NetSpeed1's solution](#)

### 1312.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

### 1313.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

### 1314.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[NetSpeed1's solution](#)

### 1315.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[NetSpeed1's solution](#)

### 1316.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[NetSpeed1's solution](#)

### 1317.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[NetSpeed1's solution](#)

### 1318.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 2200 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[NetSpeed1's solution](#)

### 1319.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[NetSpeed1's solution](#)

### 1320.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[NetSpeed1's solution](#)

### 1321.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[NetSpeed1's solution](#)

### 1322.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[NetSpeed1's solution](#)

### 1323.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[NetSpeed1's solution](#)

### 1324.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[NetSpeed1's solution](#)

### 1325.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[NetSpeed1's solution](#)

### 1326.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[NetSpeed1's solution](#)

### 1327.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[NetSpeed1's solution](#)

### 1328.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[NetSpeed1's solution](#)

### 1329.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[NetSpeed1's solution](#)

### 1330.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[NetSpeed1's solution](#)

### 1331.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[NetSpeed1's solution](#)

### 1332.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[NetSpeed1's solution](#)

### 1333.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[NetSpeed1's solution](#)

### 1334.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[NetSpeed1's solution](#)

### 1335.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

### 1336.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[NetSpeed1's solution](#)

### 1337.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[NetSpeed1's solution](#)

### 1338.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[NetSpeed1's solution](#)

### 1339.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[NetSpeed1's solution](#)

### 1340.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[NetSpeed1's solution](#)

### 1341.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[NetSpeed1's solution](#)

### 1342.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[NetSpeed1's solution](#)

### 1343.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[NetSpeed1's solution](#)

### 1344.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[NetSpeed1's solution](#)

### 1345.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[NetSpeed1's solution](#)

### 1346.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[NetSpeed1's solution](#)

### 1347.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, probabilities

[NetSpeed1's solution](#)

### 1348.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[NetSpeed1's solution](#)

### 1349.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

### 1350.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, shortest paths

[NetSpeed1's solution](#)

### 1351.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[NetSpeed1's solution](#)

### 1352.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[NetSpeed1's solution](#)

### 1353.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

### 1354.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[NetSpeed1's solution](#)

### 1355.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[NetSpeed1's solution](#)

### 1356.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[NetSpeed1's solution](#)

### 1357.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings  
[NetSpeed1's solution](#)

### 1358.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[NetSpeed1's solution](#)

### 1359.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[NetSpeed1's solution](#)

### 1360.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first 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  
[NetSpeed1's solution](#)

### 1361.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees  
[NetSpeed1's solution](#)

### 1362.

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  
[NetSpeed1's solution](#)

### 1363.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games  
[NetSpeed1's solution](#)

### 1364.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[NetSpeed1's solution](#)

### 1365.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees  
[NetSpeed1's solution](#)

### 1366.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees  
[NetSpeed1's solution](#)

### 1367.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[NetSpeed1's solution](#)

**1368.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**1369.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[NetSpeed1's solution](#)

**1370.**

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2023-12-11 · Kotlin 1.6 (first AC) · Tags: \*special, binary search, data structures

[NetSpeed1's solution](#)

**1371.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[NetSpeed1's solution](#)

**1372.**

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[NetSpeed1's solution](#)

**1373.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[NetSpeed1's solution](#)

**1374.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[NetSpeed1's solution](#)

**1375.**

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[NetSpeed1's solution](#)

**1376.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**1377.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

bitmasks, brute force, data structures, dfs and similar, implementation, trees

[NetSpeed1's solution](#)

**1378.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-09-24 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[NetSpeed1's solution](#)

**1379.**

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[NetSpeed1's solution](#)

**1380.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[NetSpeed1's solution](#)

**1381.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 2300 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[NetSpeed1's solution](#)

**1382.**

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: shortest paths

[NetSpeed1's solution](#)

**1383.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-02 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[NetSpeed1's solution](#)

**1384.**

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[NetSpeed1's solution](#)

**1385.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**1386.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[NetSpeed1's solution](#)

**1387.**

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft

[NetSpeed1's solution](#)

**1388.**

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[NetSpeed1's solution](#)

**1389.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[NetSpeed1's solution](#)

**1390.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[NetSpeed1's solution](#)

**1391.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[NetSpeed1's solution](#)

**1392.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

[NetSpeed1's solution](#)

**1393.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[NetSpeed1's solution](#)

**1394.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**1395.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

**1396.**

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory

[NetSpeed1's solution](#)

**1397.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings, two pointers

[NetSpeed1's solution](#)

**1398.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[NetSpeed1's solution](#)

**1399.**

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[NetSpeed1's solution](#)

**1400.**

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[NetSpeed1's solution](#)

**1401.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing

[NetSpeed1's solution](#)

**1402.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[NetSpeed1's solution](#)

**1403.**

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[NetSpeed1's solution](#)

**1404.**

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[NetSpeed1's solution](#)

**1405.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[NetSpeed1's solution](#)

**1406.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[NetSpeed1's solution](#)

**1407.**

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[NetSpeed1's solution](#)

### 1408.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[NetSpeed1's solution](#)

### 1409.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

### 1410.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[NetSpeed1's solution](#)

### 1411.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NetSpeed1's solution](#)

### 1412.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[NetSpeed1's solution](#)

### 1413.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

### 1414.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[NetSpeed1's solution](#)

### 1415.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[NetSpeed1's solution](#)

### 1416.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · last AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[NetSpeed1's solution](#)

**1417.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[NetSpeed1's solution](#)

**1418.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[NetSpeed1's solution](#)

**1419.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[NetSpeed1's solution](#)

**1420.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[NetSpeed1's solution](#)

**1421.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[NetSpeed1's solution](#)

**1422.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[NetSpeed1's solution](#)

**1423.**

1748E

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

Quality: 2,666 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

[NetSpeed1's solution](#)

**1424.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-10-26 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[NetSpeed1's solution](#)

**1425.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[NetSpeed1's solution](#)

**1426.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[NetSpeed1's solution](#)

**1427.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[NetSpeed1's solution](#)

**1428.**

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[NetSpeed1's solution](#)

**1429.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[NetSpeed1's solution](#)

**1430.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-03 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[NetSpeed1's solution](#)

**1431.**

515E

[Brazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**1432.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: flows

[NetSpeed1's solution](#)

**1433.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**1434.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,079 global accepts · Rating: 2300 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[NetSpeed1's solution](#)

**1435.**

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[NetSpeed1's solution](#)

**1436.**

1191E

[Tokitsukaze and Duel](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[NetSpeed1's solution](#)

**1437.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[NetSpeed1's solution](#)

**1438.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[NetSpeed1's solution](#)

**1439.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[NetSpeed1's solution](#)

**1440.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[NetSpeed1's solution](#)

**1441.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[NetSpeed1's solution](#)

**1442.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[NetSpeed1's solution](#)

**1443.**

1681F

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

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[NetSpeed1's solution](#)

**1444.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[NetSpeed1's solution](#)

**1445.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[NetSpeed1's solution](#)

**1446.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,720 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and

similar, divide and conquer, dsu, greedy, trees

[NetSpeed1's solution](#)

**1447.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[NetSpeed1's solution](#)

**1448.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[NetSpeed1's solution](#)

**1449.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[NetSpeed1's solution](#)

**1450.**

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

**1451.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[NetSpeed1's solution](#)

**1452.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[NetSpeed1's solution](#)

**1453.**

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[NetSpeed1's solution](#)

**1454.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,768 global accepts · Rating: 2300 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[NetSpeed1's solution](#)

**1455.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[NetSpeed1's solution](#)

**1456.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices,

probabilities

[NetSpeed1's solution](#)

**1457.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[NetSpeed1's solution](#)

**1458.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[NetSpeed1's solution](#)

**1459.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[NetSpeed1's solution](#)

**1460.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[NetSpeed1's solution](#)

**1461.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[NetSpeed1's solution](#)

**1462.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[NetSpeed1's solution](#)

**1463.**

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[NetSpeed1's solution](#)

**1464.**

1604E

[Extreme Extension](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[NetSpeed1's solution](#)

**1465.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[NetSpeed1's solution](#)

**1466.**

1594E2

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

Quality: 1,610 global accepts · Rating: 2300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[NetSpeed1's solution](#)

**1467.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[NetSpeed1's solution](#)

**1468.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[NetSpeed1's solution](#)

**1469.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[NetSpeed1's solution](#)

**1470.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 2300 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[NetSpeed1's solution](#)

**1471.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[NetSpeed1's solution](#)

**1472.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[NetSpeed1's solution](#)

**1473.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**1474.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[NetSpeed1's solution](#)

**1475.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[NetSpeed1's solution](#)

**1476.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[NetSpeed1's solution](#)

**1477.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, interactive  
[NetSpeed1's solution](#)

**1478.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive  
[NetSpeed1's solution](#)

**1479.**

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory  
[NetSpeed1's solution](#)

**1480.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation  
[NetSpeed1's solution](#)

**1481.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings  
[NetSpeed1's solution](#)

**1482.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees  
[NetSpeed1's solution](#)

**1483.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[NetSpeed1's solution](#)

**1484.**

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[NetSpeed1's solution](#)

**1485.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers  
[NetSpeed1's solution](#)

**1486.**

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special  
[NetSpeed1's solution](#)

**1487.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[NetSpeed1's solution](#)

**1488.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**1489.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[NetSpeed1's solution](#)

**1490.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[NetSpeed1's solution](#)

**1491.**

1930E

[2..3...4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**1492.**

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, trees

[NetSpeed1's solution](#)

**1493.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[NetSpeed1's solution](#)

**1494.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[NetSpeed1's solution](#)

**1495.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[NetSpeed1's solution](#)

**1496.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[NetSpeed1's solution](#)

**1497.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[NetSpeed1's solution](#)

**1498.**

1910H

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

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, binary search, data structures

[NetSpeed1's solution](#)

**1499.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[NetSpeed1's solution](#)

**1500.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing

[NetSpeed1's solution](#)

**1501.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**1502.**

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[NetSpeed1's solution](#)

**1503.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[NetSpeed1's solution](#)

**1504.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[NetSpeed1's solution](#)

**1505.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-10 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[NetSpeed1's solution](#)

**1506.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-14 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[NetSpeed1's solution](#)

**1507.**

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[NetSpeed1's solution](#)

**1508.**

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[NetSpeed1's solution](#)

**1509.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[NetSpeed1's solution](#)

**1510.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2400 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[NetSpeed1's solution](#)

**1511.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[NetSpeed1's solution](#)

**1512.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft, math

[NetSpeed1's solution](#)

**1513.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[NetSpeed1's solution](#)

**1514.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[NetSpeed1's solution](#)

**1515.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[NetSpeed1's solution](#)

**1516.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[NetSpeed1's solution](#)

### 1517.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[NetSpeed1's solution](#)

### 1518.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[NetSpeed1's solution](#)

### 1519.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[NetSpeed1's solution](#)

### 1520.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

### 1521.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[NetSpeed1's solution](#)

### 1522.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[NetSpeed1's solution](#)

### 1523.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[NetSpeed1's solution](#)

### 1524.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: strings

[NetSpeed1's solution](#)

### 1525.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[NetSpeed1's solution](#)

### 1526.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2400 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[NetSpeed1's solution](#)

**1527.**

1370F1

[The Hidden Pair \(Easy Version\) · Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[NetSpeed1's solution](#)

**1528.**

1795F

[Blocking Chips · Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[NetSpeed1's solution](#)

**1529.**

1852C

[Ina of the Mountain · Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[NetSpeed1's solution](#)

**1530.**

1848F

[Vika and Wiki · Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[NetSpeed1's solution](#)

**1531.**

1697E

[Coloring · Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[NetSpeed1's solution](#)

**1532.**

1844E

[Great Grids · Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[NetSpeed1's solution](#)

**1533.**

1374F

[Cyclic Shifts Sorting · Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[NetSpeed1's solution](#)

**1534.**

1794E

[Labeling the Tree with Distances · Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[NetSpeed1's solution](#)

**1535.**

1107G

[Vasya and Maximum Profit · Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[NetSpeed1's solution](#)

**1536.**

209C

[Trails and Glades · Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[NetSpeed1's solution](#)

### 1537.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[NetSpeed1's solution](#)

### 1538.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[NetSpeed1's solution](#)

### 1539.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[NetSpeed1's solution](#)

### 1540.

690A3

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

Quality: 672 global accepts · Rating: 2400 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

### 1541.

639D

[Bear and Contribution](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[NetSpeed1's solution](#)

### 1542.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[NetSpeed1's solution](#)

### 1543.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[NetSpeed1's solution](#)

### 1544.

1831E

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[NetSpeed1's solution](#)

### 1545.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[NetSpeed1's solution](#)

**1546.**

1227F2

[Wrong Answer on test 233 \(Hard Version\) · Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

**1547.**

467D

[Fedor and Essay · Tutorial](#)

Quality: 2,030 global accepts · Rating: 2400 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[NetSpeed1's solution](#)

**1548.**

26D

[Tickets · Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[NetSpeed1's solution](#)

**1549.**

58E

[Expression · Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**1550.**

1839E

[Decreasing Game · Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[NetSpeed1's solution](#)

**1551.**

1837F

[Editorial for Two · Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[NetSpeed1's solution](#)

**1552.**

1826E

[Walk the Runway · Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[NetSpeed1's solution](#)

**1553.**

1166F

[Vicky's Delivery Service · Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[NetSpeed1's solution](#)

**1554.**

1817C

[Similar Polynomials · Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

**1555.**

1819C

[The Fox and the Complete Tree Traversal · Tutorial](#)

Quality: 1,735 global accepts · Rating: 2400 · first AC: 2023-04-16 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, dp, implementation, math, trees

[NetSpeed1's solution](#)

**1556.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[NetSpeed1's solution](#)

**1557.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[NetSpeed1's solution](#)

**1558.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2400 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[NetSpeed1's solution](#)

**1559.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[NetSpeed1's solution](#)

**1560.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[NetSpeed1's solution](#)

**1561.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[NetSpeed1's solution](#)

**1562.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[NetSpeed1's solution](#)

**1563.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[NetSpeed1's solution](#)

**1564.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[NetSpeed1's solution](#)

**1565.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[NetSpeed1's solution](#)

**1566.**

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2400 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[NetSpeed1's solution](#)

**1567.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[NetSpeed1's solution](#)

**1568.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[NetSpeed1's solution](#)

**1569.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[NetSpeed1's solution](#)

**1570.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[NetSpeed1's solution](#)

**1571.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[NetSpeed1's solution](#)

**1572.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[NetSpeed1's solution](#)

**1573.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[NetSpeed1's solution](#)

**1574.**

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[NetSpeed1's solution](#)

**1575.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[NetSpeed1's solution](#)

### 1576.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[NetSpeed1's solution](#)

### 1577.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-21 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[NetSpeed1's solution](#)

### 1578.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[NetSpeed1's solution](#)

### 1579.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, matrices

[NetSpeed1's solution](#)

### 1580.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-30 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[NetSpeed1's solution](#)

### 1581.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-03 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[NetSpeed1's solution](#)

### 1582.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-13 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[NetSpeed1's solution](#)

### 1583.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[NetSpeed1's solution](#)

### 1584.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[NetSpeed1's solution](#)

### 1585.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[NetSpeed1's solution](#)

### 1586.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[NetSpeed1's solution](#)

### 1587.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

### 1588.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[NetSpeed1's solution](#)

### 1589.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[NetSpeed1's solution](#)

### 1590.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · last AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[NetSpeed1's solution](#)

### 1591.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[NetSpeed1's solution](#)

### 1592.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[NetSpeed1's solution](#)

### 1593.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[NetSpeed1's solution](#)

### 1594.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

### 1595.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[NetSpeed1's solution](#)

**1596.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[NetSpeed1's solution](#)

**1597.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, graph matchings

[NetSpeed1's solution](#)

**1598.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[NetSpeed1's solution](#)

**1599.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[NetSpeed1's solution](#)

**1600.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[NetSpeed1's solution](#)

**1601.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[NetSpeed1's solution](#)

**1602.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[NetSpeed1's solution](#)

**1603.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[NetSpeed1's solution](#)

**1604.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-04 · last AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[NetSpeed1's solution](#)

**1605.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[NetSpeed1's solution](#)

### 1606.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths  
[NetSpeed1's solution](#)

### 1607.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[NetSpeed1's solution](#)

### 1608.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[NetSpeed1's solution](#)

### 1609.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,651 global accepts · Rating: 2400 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities  
[NetSpeed1's solution](#)

### 1610.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[NetSpeed1's solution](#)

### 1611.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings  
[NetSpeed1's solution](#)

### 1612.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[NetSpeed1's solution](#)

### 1613.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-07 · last AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs  
[NetSpeed1's solution](#)

### 1614.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees  
[NetSpeed1's solution](#)

### 1615.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[NetSpeed1's solution](#)

**1616.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[NetSpeed1's solution](#)

**1617.**

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[NetSpeed1's solution](#)

**1618.**

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[NetSpeed1's solution](#)

**1619.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, ternary search

[NetSpeed1's solution](#)

**1620.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[NetSpeed1's solution](#)

**1621.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,930 global accepts · Rating: 2400 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[NetSpeed1's solution](#)

**1622.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[NetSpeed1's solution](#)

**1623.**

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[NetSpeed1's solution](#)

**1624.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[NetSpeed1's solution](#)

**1625.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[NetSpeed1's solution](#)

**1626.**

1542E1

[Abnormal Permutation Pairs \(easy version\) · Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[NetSpeed1's solution](#)

**1627.**

1606D

[Red-Blue Matrix · Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[NetSpeed1's solution](#)

**1628.**

1304F2

[Animal Observation \(hard version\) · Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[NetSpeed1's solution](#)

**1629.**

815C

[Karen and Supermarket · Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[NetSpeed1's solution](#)

**1630.**

1598F

[RBS · Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[NetSpeed1's solution](#)

**1631.**

1592E

[Bored Bakry · Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[NetSpeed1's solution](#)

**1632.**

1290C

[Prefix Enlightenment · Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[NetSpeed1's solution](#)

**1633.**

1282E

[The Cake Is a Lie · Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[NetSpeed1's solution](#)

**1634.**

379F

[New Year Tree · Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[NetSpeed1's solution](#)

**1635.**

2135D2

[From the Unknown \(Hard Version\) · Tutorial](#)

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[NetSpeed1's solution](#)

**1636.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**1637.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[NetSpeed1's solution](#)

**1638.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[NetSpeed1's solution](#)

**1639.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[NetSpeed1's solution](#)

**1640.**

1314B

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

Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[NetSpeed1's solution](#)

**1641.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[NetSpeed1's solution](#)

**1642.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[NetSpeed1's solution](#)

**1643.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[NetSpeed1's solution](#)

**1644.**

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[NetSpeed1's solution](#)

**1645.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[NetSpeed1's solution](#)

**1646.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[NetSpeed1's solution](#)

**1647.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[NetSpeed1's solution](#)

**1648.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive

[NetSpeed1's solution](#)

**1649.**

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[NetSpeed1's solution](#)

**1650.**

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**1651.**

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[NetSpeed1's solution](#)

**1652.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[NetSpeed1's solution](#)

**1653.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[NetSpeed1's solution](#)

**1654.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[NetSpeed1's solution](#)

**1655.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[NetSpeed1's solution](#)

**1656.**

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[NetSpeed1's solution](#)

**1657.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[NetSpeed1's solution](#)

**1658.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[NetSpeed1's solution](#)

**1659.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[NetSpeed1's solution](#)

**1660.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[NetSpeed1's solution](#)

**1661.**

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[NetSpeed1's solution](#)

**1662.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[NetSpeed1's solution](#)

**1663.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2500 · first AC: 2023-08-23 · last AC: 2024-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[NetSpeed1's solution](#)

**1664.**

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, graphs, trees

[NetSpeed1's solution](#)

**1665.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[NetSpeed1's solution](#)

**1666.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[NetSpeed1's solution](#)

**1667.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, matrices

[NetSpeed1's solution](#)

**1668.**

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[NetSpeed1's solution](#)

**1669.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[NetSpeed1's solution](#)

**1670.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[NetSpeed1's solution](#)

**1671.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[NetSpeed1's solution](#)

**1672.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**1673.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[NetSpeed1's solution](#)

**1674.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[NetSpeed1's solution](#)

**1675.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**1676.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[NetSpeed1's solution](#)

### 1677.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2023-12-11 · Kotlin 1.6 (first AC) · Tags: \*special, data structures, greedy, number theory

[NetSpeed1's solution](#)

### 1678.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[NetSpeed1's solution](#)

### 1679.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math

[NetSpeed1's solution](#)

### 1680.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[NetSpeed1's solution](#)

### 1681.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[NetSpeed1's solution](#)

### 1682.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[NetSpeed1's solution](#)

### 1683.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

### 1684.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[NetSpeed1's solution](#)

### 1685.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NetSpeed1's solution](#)

### 1686.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[NetSpeed1's solution](#)

### 1687.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, greedy

[NetSpeed1's solution](#)

### 1688.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[NetSpeed1's solution](#)

### 1689.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[NetSpeed1's solution](#)

### 1690.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[NetSpeed1's solution](#)

### 1691.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[NetSpeed1's solution](#)

### 1692.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[NetSpeed1's solution](#)

### 1693.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-09-10 · last AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[NetSpeed1's solution](#)

### 1694.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[NetSpeed1's solution](#)

### 1695.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[NetSpeed1's solution](#)

### 1696.

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

[NetSpeed1's solution](#)

### 1697.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[NetSpeed1's solution](#)

### 1698.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[NetSpeed1's solution](#)

### 1699.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[NetSpeed1's solution](#)

### 1700.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math

[NetSpeed1's solution](#)

### 1701.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

### 1702.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[NetSpeed1's solution](#)

### 1703.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[NetSpeed1's solution](#)

### 1704.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[NetSpeed1's solution](#)

### 1705.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[NetSpeed1's solution](#)

**1706.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)**1707.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[NetSpeed1's solution](#)**1708.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[NetSpeed1's solution](#)**1709.**

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[NetSpeed1's solution](#)**1710.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[NetSpeed1's solution](#)**1711.**

152E

[Garden](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2500 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[NetSpeed1's solution](#)**1712.**

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar

[NetSpeed1's solution](#)**1713.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[NetSpeed1's solution](#)**1714.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[NetSpeed1's solution](#)**1715.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data

structures, dfs and similar, dp, games, math, trees

[NetSpeed1's solution](#)

**1716.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[NetSpeed1's solution](#)

**1717.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**1718.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[NetSpeed1's solution](#)

**1719.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[NetSpeed1's solution](#)

**1720.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[NetSpeed1's solution](#)

**1721.**

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[NetSpeed1's solution](#)

**1722.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[NetSpeed1's solution](#)

**1723.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[NetSpeed1's solution](#)

**1724.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[NetSpeed1's solution](#)

**1725.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[NetSpeed1's solution](#)**1726.**

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[NetSpeed1's solution](#)**1727.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[NetSpeed1's solution](#)**1728.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[NetSpeed1's solution](#)**1729.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)**1730.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2500 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[NetSpeed1's solution](#)**1731.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[NetSpeed1's solution](#)**1732.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)**1733.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)**1734.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[NetSpeed1's solution](#)

**1735.**

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · last AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[NetSpeed1's solution](#)

**1736.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[NetSpeed1's solution](#)

**1737.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[NetSpeed1's solution](#)

**1738.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, graphs

[NetSpeed1's solution](#)

**1739.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[NetSpeed1's solution](#)

**1740.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2023-02-01 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[NetSpeed1's solution](#)

**1741.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[NetSpeed1's solution](#)

**1742.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · last AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[NetSpeed1's solution](#)

**1743.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[NetSpeed1's solution](#)

**1744.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[NetSpeed1's solution](#)

### 1745.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[NetSpeed1's solution](#)

### 1746.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[NetSpeed1's solution](#)

### 1747.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[NetSpeed1's solution](#)

### 1748.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[NetSpeed1's solution](#)

### 1749.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[NetSpeed1's solution](#)

### 1750.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[NetSpeed1's solution](#)

### 1751.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[NetSpeed1's solution](#)

### 1752.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[NetSpeed1's solution](#)

### 1753.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[NetSpeed1's solution](#)

### 1754.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2500 · first AC: 2022-12-07 · last AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation, interactive

[NetSpeed1's solution](#)

### 1755.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[NetSpeed1's solution](#)

### 1756.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[NetSpeed1's solution](#)

### 1757.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[NetSpeed1's solution](#)

### 1758.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[NetSpeed1's solution](#)

### 1759.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[NetSpeed1's solution](#)

### 1760.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[NetSpeed1's solution](#)

### 1761.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[NetSpeed1's solution](#)

### 1762.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[NetSpeed1's solution](#)

### 1763.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**1764.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-10 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[NetSpeed1's solution](#)**1765.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[NetSpeed1's solution](#)**1766.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[NetSpeed1's solution](#)**1767.**

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[NetSpeed1's solution](#)**1768.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[NetSpeed1's solution](#)**1769.**

15D

[Map](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[NetSpeed1's solution](#)**1770.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[NetSpeed1's solution](#)**1771.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[NetSpeed1's solution](#)**1772.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[NetSpeed1's solution](#)**1773.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures,

implementation, math, matrices

[NetSpeed1's solution](#)

### 1774.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[NetSpeed1's solution](#)

### 1775.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[NetSpeed1's solution](#)

### 1776.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[NetSpeed1's solution](#)

### 1777.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[NetSpeed1's solution](#)

### 1778.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[NetSpeed1's solution](#)

### 1779.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[NetSpeed1's solution](#)

### 1780.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[NetSpeed1's solution](#)

### 1781.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[NetSpeed1's solution](#)

### 1782.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy

[NetSpeed1's solution](#)

### 1783.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

### 1784.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[NetSpeed1's solution](#)

### 1785.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[NetSpeed1's solution](#)

### 1786.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[NetSpeed1's solution](#)

### 1787.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[NetSpeed1's solution](#)

### 1788.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[NetSpeed1's solution](#)

### 1789.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[NetSpeed1's solution](#)

### 1790.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[NetSpeed1's solution](#)

### 1791.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[NetSpeed1's solution](#)

### 1792.

2109C3

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

Quality: 3,202 global accepts · Rating: 2600 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[NetSpeed1's solution](#)

**1793.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[NetSpeed1's solution](#)

**1794.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[NetSpeed1's solution](#)

**1795.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[NetSpeed1's solution](#)

**1796.**

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[NetSpeed1's solution](#)

**1797.**

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2600 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**1798.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[NetSpeed1's solution](#)

**1799.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2600 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[NetSpeed1's solution](#)

**1800.**

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, data structures, dp, greedy

[NetSpeed1's solution](#)

**1801.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[NetSpeed1's solution](#)

**1802.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[NetSpeed1's solution](#)

**1803.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[NetSpeed1's solution](#)

**1804.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[NetSpeed1's solution](#)

**1805.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[NetSpeed1's solution](#)

**1806.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[NetSpeed1's solution](#)

**1807.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[NetSpeed1's solution](#)

**1808.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[NetSpeed1's solution](#)

**1809.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[NetSpeed1's solution](#)

**1810.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[NetSpeed1's solution](#)

**1811.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 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

[NetSpeed1's solution](#)

**1812.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[NetSpeed1's solution](#)**1813.**

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[NetSpeed1's solution](#)**1814.**

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[NetSpeed1's solution](#)**1815.**

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2022-04-11 · last AC: 2024-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[NetSpeed1's solution](#)**1816.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[NetSpeed1's solution](#)**1817.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[NetSpeed1's solution](#)**1818.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: fft

[NetSpeed1's solution](#)**1819.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[NetSpeed1's solution](#)**1820.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[NetSpeed1's solution](#)**1821.**

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[NetSpeed1's solution](#)

**1822.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[NetSpeed1's solution](#)

**1823.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[NetSpeed1's solution](#)

**1824.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[NetSpeed1's solution](#)

**1825.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices

[NetSpeed1's solution](#)

**1826.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[NetSpeed1's solution](#)

**1827.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-11-22 · last AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[NetSpeed1's solution](#)

**1828.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[NetSpeed1's solution](#)

**1829.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[NetSpeed1's solution](#)

**1830.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**1831.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-21 · last AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[NetSpeed1's solution](#)

**1832.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[NetSpeed1's solution](#)

**1833.**

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[NetSpeed1's solution](#)

**1834.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[NetSpeed1's solution](#)

**1835.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows

[NetSpeed1's solution](#)

**1836.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[NetSpeed1's solution](#)

**1837.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[NetSpeed1's solution](#)

**1838.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[NetSpeed1's solution](#)

**1839.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**1840.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, probabilities

[NetSpeed1's solution](#)

**1841.**

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-09-24 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[NetSpeed1's solution](#)

**1842.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[NetSpeed1's solution](#)

**1843.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[NetSpeed1's solution](#)

**1844.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[NetSpeed1's solution](#)

**1845.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[NetSpeed1's solution](#)

**1846.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[NetSpeed1's solution](#)

**1847.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[NetSpeed1's solution](#)

**1848.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[NetSpeed1's solution](#)

**1849.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[NetSpeed1's solution](#)

**1850.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, trees

[NetSpeed1's solution](#)

**1851.**

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: matrices, strings

[NetSpeed1's solution](#)

**1852.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[NetSpeed1's solution](#)

**1853.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**1854.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[NetSpeed1's solution](#)

**1855.**

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

**1856.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[NetSpeed1's solution](#)

**1857.**

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[NetSpeed1's solution](#)

**1858.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**1859.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[NetSpeed1's solution](#)

**1860.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2600 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[NetSpeed1's solution](#)

**1861.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[NetSpeed1's solution](#)

**1862.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2600 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing

[NetSpeed1's solution](#)

**1863.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-07-03 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[NetSpeed1's solution](#)

**1864.**

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[NetSpeed1's solution](#)

**1865.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[NetSpeed1's solution](#)

**1866.**

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[NetSpeed1's solution](#)

**1867.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[NetSpeed1's solution](#)

**1868.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[NetSpeed1's solution](#)

**1869.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[NetSpeed1's solution](#)

**1870.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[NetSpeed1's solution](#)

**1871.**

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[NetSpeed1's solution](#)

### 1872.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[NetSpeed1's solution](#)

### 1873.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[NetSpeed1's solution](#)

### 1874.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[NetSpeed1's solution](#)

### 1875.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[NetSpeed1's solution](#)

### 1876.

1793F

[Rebranding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[NetSpeed1's solution](#)

### 1877.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[NetSpeed1's solution](#)

### 1878.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[NetSpeed1's solution](#)

### 1879.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[NetSpeed1's solution](#)

### 1880.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[NetSpeed1's solution](#)

**1881.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[NetSpeed1's solution](#)

**1882.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[NetSpeed1's solution](#)

**1883.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[NetSpeed1's solution](#)

**1884.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**1885.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[NetSpeed1's solution](#)

**1886.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[NetSpeed1's solution](#)

**1887.**

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[NetSpeed1's solution](#)

**1888.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[NetSpeed1's solution](#)

**1889.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**1890.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[NetSpeed1's solution](#)

**1891.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**1892.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[NetSpeed1's solution](#)

**1893.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[NetSpeed1's solution](#)

**1894.**

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[NetSpeed1's solution](#)

**1895.**

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**1896.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[NetSpeed1's solution](#)

**1897.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**1898.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[NetSpeed1's solution](#)

**1899.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[NetSpeed1's solution](#)

**1900.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[NetSpeed1's solution](#)

### 1901.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[NetSpeed1's solution](#)

### 1902.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[NetSpeed1's solution](#)

### 1903.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[NetSpeed1's solution](#)

### 1904.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[NetSpeed1's solution](#)

### 1905.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[NetSpeed1's solution](#)

### 1906.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-09-12 · last AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

### 1907.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[NetSpeed1's solution](#)

### 1908.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[NetSpeed1's solution](#)

### 1909.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

### 1910.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[NetSpeed1's solution](#)

**1911.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-07-10 · last AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[NetSpeed1's solution](#)**1912.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[NetSpeed1's solution](#)**1913.**

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[NetSpeed1's solution](#)**1914.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[NetSpeed1's solution](#)**1915.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[NetSpeed1's solution](#)**1916.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[NetSpeed1's solution](#)**1917.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[NetSpeed1's solution](#)**1918.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[NetSpeed1's solution](#)**1919.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[NetSpeed1's solution](#)**1920.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

**1921.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[NetSpeed1's solution](#)

**1922.**

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[NetSpeed1's solution](#)

**1923.**

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, dfs and similar, dsu, graphs

[NetSpeed1's solution](#)

**1924.**

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[NetSpeed1's solution](#)

**1925.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[NetSpeed1's solution](#)

**1926.**

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[NetSpeed1's solution](#)

**1927.**

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[NetSpeed1's solution](#)

**1928.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[NetSpeed1's solution](#)

**1929.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[NetSpeed1's solution](#)

**1930.**

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)

**1931.**

982F

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs  
[NetSpeed1's solution](#)

**1932.**

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math  
[NetSpeed1's solution](#)

**1933.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees  
[NetSpeed1's solution](#)

**1934.**

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation  
[NetSpeed1's solution](#)

**1935.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[NetSpeed1's solution](#)

**1936.**

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[NetSpeed1's solution](#)

**1937.**

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy  
[NetSpeed1's solution](#)

**1938.**

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation  
[NetSpeed1's solution](#)

**1939.**

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math  
[NetSpeed1's solution](#)

**1940.**

2022D2

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

Quality: 826 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive  
[NetSpeed1's solution](#)

**1941.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[NetSpeed1's solution](#)

**1942.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[NetSpeed1's solution](#)

**1943.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[NetSpeed1's solution](#)

**1944.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[NetSpeed1's solution](#)

**1945.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[NetSpeed1's solution](#)

**1946.**

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[NetSpeed1's solution](#)

**1947.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[NetSpeed1's solution](#)

**1948.**

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[NetSpeed1's solution](#)

**1949.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[NetSpeed1's solution](#)

**1950.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[NetSpeed1's solution](#)

**1951.**

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[NetSpeed1's solution](#)

**1952.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings  
[NetSpeed1's solution](#)

**1953.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[NetSpeed1's solution](#)

**1954.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[NetSpeed1's solution](#)

**1955.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers  
[NetSpeed1's solution](#)

**1956.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[NetSpeed1's solution](#)

**1957.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[NetSpeed1's solution](#)

**1958.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 657 global accepts · Rating: 2700 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[NetSpeed1's solution](#)

**1959.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-10-26 · last AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees  
[NetSpeed1's solution](#)

**1960.**

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[NetSpeed1's solution](#)

## 1961.

1916H2

### [Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[NetSpeed1's solution](#)

## 1962.

1916H1

### [Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[NetSpeed1's solution](#)

## 1963.

575A

### [Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[NetSpeed1's solution](#)

## 1964.

827D

### [Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[NetSpeed1's solution](#)

## 1965.

1910G

### [Pool Records](#) · [Tutorial](#)

Quality: 73 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[NetSpeed1's solution](#)

## 1966.

1344D

### [Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[NetSpeed1's solution](#)

## 1967.

1641D

### [Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[NetSpeed1's solution](#)

## 1968.

1887D

### [Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[NetSpeed1's solution](#)

## 1969.

605E

### [Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-09-19 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: probabilities, shortest paths

[NetSpeed1's solution](#)

## 1970.

1672H

### [Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[NetSpeed1's solution](#)

**1971.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities, trees

[NetSpeed1's solution](#)

**1972.**

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: \*special, binary search, constructive algorithms, interactive

[NetSpeed1's solution](#)

**1973.**

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[NetSpeed1's solution](#)

**1974.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[NetSpeed1's solution](#)

**1975.**

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)

**1976.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[NetSpeed1's solution](#)

**1977.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[NetSpeed1's solution](#)

**1978.**

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[NetSpeed1's solution](#)

**1979.**

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[NetSpeed1's solution](#)

**1980.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[NetSpeed1's solution](#)

### 1981.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-09-10 · last AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[NetSpeed1's solution](#)

### 1982.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[NetSpeed1's solution](#)

### 1983.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[NetSpeed1's solution](#)

### 1984.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[NetSpeed1's solution](#)

### 1985.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[NetSpeed1's solution](#)

### 1986.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[NetSpeed1's solution](#)

### 1987.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[NetSpeed1's solution](#)

### 1988.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[NetSpeed1's solution](#)

### 1989.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[NetSpeed1's solution](#)

**1990.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[NetSpeed1's solution](#)**1991.**

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[NetSpeed1's solution](#)**1992.**

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, probabilities

[NetSpeed1's solution](#)**1993.**

833C

[Ever-Hungry Krakoznyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math

[NetSpeed1's solution](#)**1994.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[NetSpeed1's solution](#)**1995.**

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, matrices

[NetSpeed1's solution](#)**1996.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[NetSpeed1's solution](#)**1997.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, string suffix structures

[NetSpeed1's solution](#)**1998.**

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)**1999.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[NetSpeed1's solution](#)

## 2000.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[NetSpeed1's solution](#)

## 2001.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2700 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[NetSpeed1's solution](#)

## 2002.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing

[NetSpeed1's solution](#)

## 2003.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[NetSpeed1's solution](#)

## 2004.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[NetSpeed1's solution](#)

## 2005.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[NetSpeed1's solution](#)

## 2006.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[NetSpeed1's solution](#)

## 2007.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[NetSpeed1's solution](#)

## 2008.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · last AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu

[NetSpeed1's solution](#)

## 2009.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[NetSpeed1's solution](#)

## 2010.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[NetSpeed1's solution](#)

## 2011.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[NetSpeed1's solution](#)

## 2012.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[NetSpeed1's solution](#)

## 2013.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[NetSpeed1's solution](#)

## 2014.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[NetSpeed1's solution](#)

## 2015.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[NetSpeed1's solution](#)

## 2016.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[NetSpeed1's solution](#)

## 2017.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat

[NetSpeed1's solution](#)

## 2018.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

## 2019.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

bitmasks, data structures, math

[NetSpeed1's solution](#)

**2020.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[NetSpeed1's solution](#)

**2021.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2700 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2022.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[NetSpeed1's solution](#)

**2023.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-26 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp

[NetSpeed1's solution](#)

**2024.**

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-26 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[NetSpeed1's solution](#)

**2025.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[NetSpeed1's solution](#)

**2026.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[NetSpeed1's solution](#)

**2027.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2700 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[NetSpeed1's solution](#)

**2028.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[NetSpeed1's solution](#)

**2029.**

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs

[NetSpeed1's solution](#)

### 2030.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[NetSpeed1's solution](#)

### 2031.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)

### 2032.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[NetSpeed1's solution](#)

### 2033.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[NetSpeed1's solution](#)

### 2034.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[NetSpeed1's solution](#)

### 2035.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[NetSpeed1's solution](#)

### 2036.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[NetSpeed1's solution](#)

### 2037.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[NetSpeed1's solution](#)

### 2038.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 2700 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[NetSpeed1's solution](#)

### 2039.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

dfs and similar, shortest paths, trees

[NetSpeed1's solution](#)

**2040.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[NetSpeed1's solution](#)

**2041.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[NetSpeed1's solution](#)

**2042.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[NetSpeed1's solution](#)

**2043.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**2044.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[NetSpeed1's solution](#)

**2045.**

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, data structures, geometry, sortings

[NetSpeed1's solution](#)

**2046.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[NetSpeed1's solution](#)

**2047.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[NetSpeed1's solution](#)

**2048.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[NetSpeed1's solution](#)

**2049.**

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[NetSpeed1's solution](#)

**2050.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[NetSpeed1's solution](#)

**2051.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[NetSpeed1's solution](#)

**2052.**

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, strings

[NetSpeed1's solution](#)

**2053.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, shortest paths

[NetSpeed1's solution](#)

**2054.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[NetSpeed1's solution](#)

**2055.**

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[NetSpeed1's solution](#)

**2056.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[NetSpeed1's solution](#)

**2057.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[NetSpeed1's solution](#)

**2058.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[NetSpeed1's solution](#)

**2059.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: \*special, bitmasks, data structures,

divide and conquer, dsu

[NetSpeed1's solution](#)

## 2060.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[NetSpeed1's solution](#)

## 2061.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[NetSpeed1's solution](#)

## 2062.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[NetSpeed1's solution](#)

## 2063.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[NetSpeed1's solution](#)

## 2064.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[NetSpeed1's solution](#)

## 2065.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[NetSpeed1's solution](#)

## 2066.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[NetSpeed1's solution](#)

## 2067.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[NetSpeed1's solution](#)

## 2068.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

## 2069.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[NetSpeed1's solution](#)

## 2070.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[NetSpeed1's solution](#)

## 2071.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[NetSpeed1's solution](#)

## 2072.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[NetSpeed1's solution](#)

## 2073.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[NetSpeed1's solution](#)

## 2074.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[NetSpeed1's solution](#)

## 2075.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[NetSpeed1's solution](#)

## 2076.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[NetSpeed1's solution](#)

## 2077.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[NetSpeed1's solution](#)

## 2078.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[NetSpeed1's solution](#)

## 2079.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[NetSpeed1's solution](#)

## 2080.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[NetSpeed1's solution](#)

## 2081.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[NetSpeed1's solution](#)

## 2082.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, combinatorics, data structures

[NetSpeed1's solution](#)

## 2083.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[NetSpeed1's solution](#)

## 2084.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[NetSpeed1's solution](#)

## 2085.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

## 2086.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[NetSpeed1's solution](#)

## 2087.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

## 2088.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths

[NetSpeed1's solution](#)

## 2089.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, fft

[NetSpeed1's solution](#)

**2090.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[NetSpeed1's solution](#)

**2091.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[NetSpeed1's solution](#)

**2092.**

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[NetSpeed1's solution](#)

**2093.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-25 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[NetSpeed1's solution](#)

**2094.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**2095.**

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[NetSpeed1's solution](#)

**2096.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[NetSpeed1's solution](#)

**2097.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[NetSpeed1's solution](#)

**2098.**

1694F

[Decinc Dividing](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy

[NetSpeed1's solution](#)

**2099.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[NetSpeed1's solution](#)

## 2100.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[NetSpeed1's solution](#)

## 2101.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

## 2102.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[NetSpeed1's solution](#)

## 2103.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[NetSpeed1's solution](#)

## 2104.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[NetSpeed1's solution](#)

## 2105.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[NetSpeed1's solution](#)

## 2106.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[NetSpeed1's solution](#)

## 2107.

581E

[Kojiro and Furrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

## 2108.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[NetSpeed1's solution](#)

**2109.**

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[NetSpeed1's solution](#)

**2110.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[NetSpeed1's solution](#)

**2111.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[NetSpeed1's solution](#)

**2112.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[NetSpeed1's solution](#)

**2113.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-25 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[NetSpeed1's solution](#)

**2114.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[NetSpeed1's solution](#)

**2115.**

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[NetSpeed1's solution](#)

**2116.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[NetSpeed1's solution](#)

**2117.**

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[NetSpeed1's solution](#)

**2118.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp  
[NetSpeed1's solution](#)

### 2119.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[NetSpeed1's solution](#)

### 2120.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory

[NetSpeed1's solution](#)

### 2121.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

### 2122.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[NetSpeed1's solution](#)

### 2123.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[NetSpeed1's solution](#)

### 2124.

1831F

[Mex Tree](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[NetSpeed1's solution](#)

### 2125.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive, math, probabilities

[NetSpeed1's solution](#)

### 2126.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-16 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[NetSpeed1's solution](#)

### 2127.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2023-03-24 · last AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

### 2128.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[NetSpeed1's solution](#)

## 2129.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[NetSpeed1's solution](#)

## 2130.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: flows

[NetSpeed1's solution](#)

## 2131.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[NetSpeed1's solution](#)

## 2132.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[NetSpeed1's solution](#)

## 2133.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[NetSpeed1's solution](#)

## 2134.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[NetSpeed1's solution](#)

## 2135.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[NetSpeed1's solution](#)

## 2136.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2022-11-08 · last AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[NetSpeed1's solution](#)

## 2137.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[NetSpeed1's solution](#)

**2138.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[NetSpeed1's solution](#)**2139.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[NetSpeed1's solution](#)**2140.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[NetSpeed1's solution](#)**2141.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[NetSpeed1's solution](#)**2142.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[NetSpeed1's solution](#)**2143.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)**2144.**

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[NetSpeed1's solution](#)**2145.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[NetSpeed1's solution](#)**2146.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[NetSpeed1's solution](#)**2147.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[NetSpeed1's solution](#)

**2148.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[NetSpeed1's solution](#)

**2149.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[NetSpeed1's solution](#)

**2150.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-03-07 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[NetSpeed1's solution](#)

**2151.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**2152.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[NetSpeed1's solution](#)

**2153.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[NetSpeed1's solution](#)

**2154.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[NetSpeed1's solution](#)

**2155.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle

[NetSpeed1's solution](#)

**2156.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[NetSpeed1's solution](#)

**2157.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[NetSpeed1's solution](#)

**2158.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2159.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2900 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**2160.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[NetSpeed1's solution](#)

**2161.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[NetSpeed1's solution](#)

**2162.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[NetSpeed1's solution](#)

**2163.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2024-07-06 · last AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[NetSpeed1's solution](#)

**2164.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[NetSpeed1's solution](#)

**2165.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[NetSpeed1's solution](#)

**2166.**

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[NetSpeed1's solution](#)

**2167.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[NetSpeed1's solution](#)

**2168.**

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[NetSpeed1's solution](#)

**2169.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, math

[NetSpeed1's solution](#)

**2170.**

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, math

[NetSpeed1's solution](#)

**2171.**

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[NetSpeed1's solution](#)

**2172.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry

[NetSpeed1's solution](#)

**2173.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[NetSpeed1's solution](#)

**2174.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[NetSpeed1's solution](#)

**2175.**

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[NetSpeed1's solution](#)

**2176.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[NetSpeed1's solution](#)

**2177.**

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[NetSpeed1's solution](#)

**2178.**

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[NetSpeed1's solution](#)

**2179.**

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[NetSpeed1's solution](#)

**2180.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[NetSpeed1's solution](#)

**2181.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[NetSpeed1's solution](#)

**2182.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[NetSpeed1's solution](#)

**2183.**

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs

[NetSpeed1's solution](#)

**2184.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**2185.**

1910J

[Two Colors](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 2900 · first AC: 2024-04-20 · Kotlin 1.7 (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2186.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[NetSpeed1's solution](#)

**2187.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[NetSpeed1's solution](#)

**2188.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[NetSpeed1's solution](#)

**2189.**

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[NetSpeed1's solution](#)

**2190.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory, probabilities

[NetSpeed1's solution](#)

**2191.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NetSpeed1's solution](#)

**2192.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, number theory

[NetSpeed1's solution](#)

**2193.**

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[NetSpeed1's solution](#)

**2194.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[NetSpeed1's solution](#)

**2195.**

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2023-12-01 · last AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, two pointers

[NetSpeed1's solution](#)

**2196.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**2197.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[NetSpeed1's solution](#)

**2198.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[NetSpeed1's solution](#)

**2199.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2900 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[NetSpeed1's solution](#)

**2200.**

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2201.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[NetSpeed1's solution](#)

**2202.**

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2203.**

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[NetSpeed1's solution](#)

**2204.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2900 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[NetSpeed1's solution](#)

**2205.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[NetSpeed1's solution](#)

**2206.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[NetSpeed1's solution](#)

**2207.**

449E

[Jzzhu and Squares](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[NetSpeed1's solution](#)

**2208.**

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[NetSpeed1's solution](#)

**2209.**

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[NetSpeed1's solution](#)

**2210.**

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[NetSpeed1's solution](#)

**2211.**

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[NetSpeed1's solution](#)

**2212.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: strings

[NetSpeed1's solution](#)

**2213.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[NetSpeed1's solution](#)

**2214.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[NetSpeed1's solution](#)

**2215.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[NetSpeed1's solution](#)

**2216.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[NetSpeed1's solution](#)

**2217.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2218.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[NetSpeed1's solution](#)

**2219.**

1806F1

[GCD Master \(easy version\) · Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[NetSpeed1's solution](#)**2220.**

1806F2

[GCD Master \(hard version\) · Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[NetSpeed1's solution](#)**2221.**

167E

[Wizards and Bets · Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, matrices

[NetSpeed1's solution](#)**2222.**

1129D

[Isolation · Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)**2223.**

1768F

[Wonderful Jump · Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)**2224.**

587E

[Duff as a Queen · Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)**2225.**

536D

[Tavas in Kansas · Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[NetSpeed1's solution](#)**2226.**

512D

[Fox And Travelling · Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[NetSpeed1's solution](#)**2227.**

505E

[Mr. Kitayuta vs. Bamboos · Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[NetSpeed1's solution](#)**2228.**

1361D

[Johnny and James · Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[NetSpeed1's solution](#)

**2229.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**2230.**

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**2231.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**2232.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[NetSpeed1's solution](#)

**2233.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[NetSpeed1's solution](#)

**2234.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[NetSpeed1's solution](#)

**2235.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[NetSpeed1's solution](#)

**2236.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[NetSpeed1's solution](#)

**2237.**

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[NetSpeed1's solution](#)

**2238.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[NetSpeed1's solution](#)

**2239.**

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers  
[NetSpeed1's solution](#)

**2240.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive  
[NetSpeed1's solution](#)

**2241.**

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[NetSpeed1's solution](#)

**2242.**

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths  
[NetSpeed1's solution](#)

**2243.**

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[NetSpeed1's solution](#)

**2244.**

2075F

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

Quality: 520 global accepts · Rating: 3000 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation  
[NetSpeed1's solution](#)

**2245.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs  
[NetSpeed1's solution](#)

**2246.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings  
[NetSpeed1's solution](#)

**2247.**

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-28 · last AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft  
[NetSpeed1's solution](#)

**2248.**

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees  
[NetSpeed1's solution](#)

**2249.**

2056F2

[Xor of Median \(Hard Version\) · Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[NetSpeed1's solution](#)

**2250.**

2057G

[Secret Message · Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[NetSpeed1's solution](#)

**2251.**

1178G

[The Awesomest Vertex · Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[NetSpeed1's solution](#)

**2252.**

2029G

[Balanced Problem · Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**2253.**

603E

[Pastoral Oddities · Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[NetSpeed1's solution](#)

**2254.**

2038H

[Galactic Council · Tutorial](#)

Quality: 182 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[NetSpeed1's solution](#)

**2255.**

1442E

[Black, White and Grey Tree · Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[NetSpeed1's solution](#)

**2256.**

2018F2

[Speedbreaker Counting \(Medium Version\) · Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[NetSpeed1's solution](#)

**2257.**

1076G

[Array Game · Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[NetSpeed1's solution](#)

**2258.**

1988F

[Heartbeat · Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[NetSpeed1's solution](#)

**2259.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[NetSpeed1's solution](#)

**2260.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[NetSpeed1's solution](#)

**2261.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2262.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**2263.**

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[NetSpeed1's solution](#)

**2264.**

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

[NetSpeed1's solution](#)

**2265.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 3000 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[NetSpeed1's solution](#)

**2266.**

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

[NetSpeed1's solution](#)

**2267.**

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[NetSpeed1's solution](#)

**2268.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[NetSpeed1's solution](#)

**2269.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[NetSpeed1's solution](#)

**2270.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[NetSpeed1's solution](#)

**2271.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[NetSpeed1's solution](#)

**2272.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2273.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[NetSpeed1's solution](#)

**2274.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[NetSpeed1's solution](#)

**2275.**

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[NetSpeed1's solution](#)

**2276.**

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**2277.**

1571J

[Two Railroads](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3000 · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2278.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[NetSpeed1's solution](#)

**2279.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[NetSpeed1's solution](#)

**2280.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[NetSpeed1's solution](#)

**2281.**

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[NetSpeed1's solution](#)

**2282.**

1008E

[Guess two numbers](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[NetSpeed1's solution](#)

**2283.**

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[NetSpeed1's solution](#)

**2284.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[NetSpeed1's solution](#)

**2285.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[NetSpeed1's solution](#)

**2286.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[NetSpeed1's solution](#)

**2287.**

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers

[NetSpeed1's solution](#)

**2288.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[NetSpeed1's solution](#)

**2289.**

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[NetSpeed1's solution](#)

**2290.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[NetSpeed1's solution](#)

**2291.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[NetSpeed1's solution](#)

**2292.**

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[NetSpeed1's solution](#)

**2293.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[NetSpeed1's solution](#)

**2294.**

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2295.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[NetSpeed1's solution](#)

**2296.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[NetSpeed1's solution](#)

**2297.**

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2298.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[NetSpeed1's solution](#)

**2299.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[NetSpeed1's solution](#)

**2300.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[NetSpeed1's solution](#)

**2301.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[NetSpeed1's solution](#)

**2302.**

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[NetSpeed1's solution](#)

**2303.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[NetSpeed1's solution](#)

**2304.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[NetSpeed1's solution](#)

**2305.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[NetSpeed1's solution](#)

**2306.**

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**2307.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[NetSpeed1's solution](#)

**2308.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[NetSpeed1's solution](#)

**2309.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-09 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[NetSpeed1's solution](#)

### 2310.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 3000 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[NetSpeed1's solution](#)

### 2311.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[NetSpeed1's solution](#)

### 2312.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[NetSpeed1's solution](#)

### 2313.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

### 2314.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[NetSpeed1's solution](#)

### 2315.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[NetSpeed1's solution](#)

### 2316.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[NetSpeed1's solution](#)

### 2317.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[NetSpeed1's solution](#)

### 2318.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[NetSpeed1's solution](#)

### 2319.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-13 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[NetSpeed1's solution](#)

**2320.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[NetSpeed1's solution](#)

**2321.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[NetSpeed1's solution](#)

**2322.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[NetSpeed1's solution](#)

**2323.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**2324.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy

[NetSpeed1's solution](#)

**2325.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, two pointers

[NetSpeed1's solution](#)

**2326.**

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[NetSpeed1's solution](#)

**2327.**

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[NetSpeed1's solution](#)

**2328.**

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[NetSpeed1's solution](#)

**2329.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[NetSpeed1's solution](#)

**2330.**

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[NetSpeed1's solution](#)

**2331.**

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[NetSpeed1's solution](#)

**2332.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[NetSpeed1's solution](#)

**2333.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[NetSpeed1's solution](#)

**2334.**

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[NetSpeed1's solution](#)

**2335.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[NetSpeed1's solution](#)

**2336.**

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, interactive

[NetSpeed1's solution](#)

**2337.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[NetSpeed1's solution](#)

**2338.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, fft, math

[NetSpeed1's solution](#)

**2339.**

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[NetSpeed1's solution](#)

**2340.**

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2341.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[NetSpeed1's solution](#)

**2342.**

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[NetSpeed1's solution](#)

**2343.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft

[NetSpeed1's solution](#)

**2344.**

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[NetSpeed1's solution](#)

**2345.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**2346.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[NetSpeed1's solution](#)

**2347.**

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[NetSpeed1's solution](#)

**2348.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[NetSpeed1's solution](#)

**2349.**

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-04-02 · last AC: 2024-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**2350.**

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[NetSpeed1's solution](#)

### 2351.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[NetSpeed1's solution](#)

### 2352.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[NetSpeed1's solution](#)

### 2353.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[NetSpeed1's solution](#)

### 2354.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

### 2355.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

### 2356.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[NetSpeed1's solution](#)

### 2357.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[NetSpeed1's solution](#)

### 2358.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[NetSpeed1's solution](#)

### 2359.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[NetSpeed1's solution](#)

### 2360.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[NetSpeed1's solution](#)

**2361.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[NetSpeed1's solution](#)

**2362.**

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[NetSpeed1's solution](#)

**2363.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[NetSpeed1's solution](#)

**2364.**

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[NetSpeed1's solution](#)

**2365.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**2366.**

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[NetSpeed1's solution](#)

**2367.**

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[NetSpeed1's solution](#)

**2368.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[NetSpeed1's solution](#)

**2369.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-23 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[NetSpeed1's solution](#)

**2370.**

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**2371.**

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**2372.**

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[NetSpeed1's solution](#)

**2373.**

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[NetSpeed1's solution](#)

**2374.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[NetSpeed1's solution](#)

**2375.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[NetSpeed1's solution](#)

**2376.**

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2377.**

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[NetSpeed1's solution](#)

**2378.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search

[NetSpeed1's solution](#)

**2379.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[NetSpeed1's solution](#)

**2380.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[NetSpeed1's solution](#)

**2381.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2382.**

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[NetSpeed1's solution](#)

**2383.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2384.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[NetSpeed1's solution](#)

**2385.**

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[NetSpeed1's solution](#)

**2386.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**2387.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, probabilities

[NetSpeed1's solution](#)

**2388.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[NetSpeed1's solution](#)

**2389.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy

[NetSpeed1's solution](#)

**2390.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[NetSpeed1's solution](#)

**2391.**

1209G2

[Into Blocks \(hard version\) · Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2392.**

1799H

[Tree Cutting · Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[NetSpeed1's solution](#)

**2393.**

772E

[Verifying Kingdom · Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[NetSpeed1's solution](#)

**2394.**

1142E

[Pink Floyd · Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[NetSpeed1's solution](#)

**2395.**

2096G

[Wonderful Guessing Game · Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[NetSpeed1's solution](#)

**2396.**

1396E

[Distance Matching · Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[NetSpeed1's solution](#)

**2397.**

1967F

[Next and Prev · Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[NetSpeed1's solution](#)

**2398.**

1540D

[Inverse Inversions · Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[NetSpeed1's solution](#)

**2399.**

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[NetSpeed1's solution](#)

**2400.**

1864H

[Asterism Stream · Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[NetSpeed1's solution](#)

**2401.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, graphs, math

[NetSpeed1's solution](#)

**2402.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[NetSpeed1's solution](#)

**2403.**

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[NetSpeed1's solution](#)

**2404.**

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[NetSpeed1's solution](#)

**2405.**

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[NetSpeed1's solution](#)

**2406.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs

[NetSpeed1's solution](#)

**2407.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**2408.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[NetSpeed1's solution](#)

**2409.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[NetSpeed1's solution](#)

**2410.**

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: flows

[NetSpeed1's solution](#)

**2411.**

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[NetSpeed1's solution](#)

**2412.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**2413.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[NetSpeed1's solution](#)

**2414.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**2415.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[NetSpeed1's solution](#)

**2416.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-07-14 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[NetSpeed1's solution](#)

**2417.**

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[NetSpeed1's solution](#)

**2418.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[NetSpeed1's solution](#)

**2419.**

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[NetSpeed1's solution](#)

**2420.**

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[NetSpeed1's solution](#)

**2421.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[NetSpeed1's solution](#)

**2422.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[NetSpeed1's solution](#)

**2423.**

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[NetSpeed1's solution](#)

**2424.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**2425.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[NetSpeed1's solution](#)

**2426.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[NetSpeed1's solution](#)

**2427.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[NetSpeed1's solution](#)

**2428.**

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-09-01 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[NetSpeed1's solution](#)

**2429.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[NetSpeed1's solution](#)

**2430.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-13 · last AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[NetSpeed1's solution](#)

**2431.**

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[NetSpeed1's solution](#)

**2432.**

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: trees

[NetSpeed1's solution](#)

**2433.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-17 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[NetSpeed1's solution](#)

**2434.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[NetSpeed1's solution](#)

**2435.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

[NetSpeed1's solution](#)

**2436.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[NetSpeed1's solution](#)

**2437.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive

[NetSpeed1's solution](#)

**2438.**

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**2439.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2440.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, trees

[NetSpeed1's solution](#)

**2441.**

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[NetSpeed1's solution](#)

**2442.**

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[NetSpeed1's solution](#)

**2443.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[NetSpeed1's solution](#)

**2444.**

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[NetSpeed1's solution](#)

**2445.**

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**2446.**

2081E

[Quantifier](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[NetSpeed1's solution](#)

**2447.**

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[NetSpeed1's solution](#)

**2448.**

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[NetSpeed1's solution](#)

**2449.**

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[NetSpeed1's solution](#)

**2450.**

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[NetSpeed1's solution](#)

**2451.**

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[NetSpeed1's solution](#)

**2452.**

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[NetSpeed1's solution](#)

**2453.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 3300 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[NetSpeed1's solution](#)

**2454.**

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[NetSpeed1's solution](#)

**2455.**

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)

**2456.**

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2457.**

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[NetSpeed1's solution](#)

**2458.**

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[NetSpeed1's solution](#)

**2459.**

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[NetSpeed1's solution](#)

**2460.**

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[NetSpeed1's solution](#)

**2461.**

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[NetSpeed1's solution](#)

**2462.**

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math, probabilities

[NetSpeed1's solution](#)

**2463.**

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[NetSpeed1's solution](#)

**2464.**

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[NetSpeed1's solution](#)

**2465.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[NetSpeed1's solution](#)

**2466.**

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[NetSpeed1's solution](#)

**2467.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[NetSpeed1's solution](#)

**2468.**

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[NetSpeed1's solution](#)

**2469.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2470.**

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[NetSpeed1's solution](#)

**2471.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2472.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[NetSpeed1's solution](#)

**2473.**

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-10-10 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**2474.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)

**2475.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2476.**

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[NetSpeed1's solution](#)

**2477.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[NetSpeed1's solution](#)

**2478.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[NetSpeed1's solution](#)

**2479.**

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[NetSpeed1's solution](#)

**2480.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing

[NetSpeed1's solution](#)

**2481.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[NetSpeed1's solution](#)

**2482.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[NetSpeed1's solution](#)

**2483.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees  
[NetSpeed1's solution](#)

**2484.**

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[NetSpeed1's solution](#)

**2485.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings  
[NetSpeed1's solution](#)

**2486.**

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees  
[NetSpeed1's solution](#)

**2487.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, trees  
[NetSpeed1's solution](#)

**2488.**

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees  
[NetSpeed1's solution](#)

**2489.**

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, trees  
[NetSpeed1's solution](#)

**2490.**

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
[NetSpeed1's solution](#)

**2491.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math  
[NetSpeed1's solution](#)

**2492.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, greedy  
[NetSpeed1's solution](#)

**2493.**

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive  
[NetSpeed1's solution](#)

**2494.**

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths  
[NetSpeed1's solution](#)

**2495.**

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, two pointers  
[NetSpeed1's solution](#)

**2496.**

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2497.**

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle  
[NetSpeed1's solution](#)

**2498.**

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[NetSpeed1's solution](#)

**2499.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees  
[NetSpeed1's solution](#)

**2500.**

1431J

[Zero-XOR Array](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: 3400 · first AC: 2023-12-07 · Kotlin 1.6 (first AC) · Tags: \*special, dp  
[NetSpeed1's solution](#)

**2501.**

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[NetSpeed1's solution](#)

**2502.**

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math  
[NetSpeed1's solution](#)

**2503.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[NetSpeed1's solution](#)

**2504.**

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2505.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3400 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[NetSpeed1's solution](#)

**2506.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[NetSpeed1's solution](#)

**2507.**

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[NetSpeed1's solution](#)

**2508.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[NetSpeed1's solution](#)

**2509.**

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[NetSpeed1's solution](#)

**2510.**

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[NetSpeed1's solution](#)

**2511.**

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[NetSpeed1's solution](#)

**2512.**

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[NetSpeed1's solution](#)

**2513.**

1863I

[Redundant Routes](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, trees  
[NetSpeed1's solution](#)

**2514.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs  
[NetSpeed1's solution](#)

**2515.**

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees  
[NetSpeed1's solution](#)

**2516.**

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings  
[NetSpeed1's solution](#)

**2517.**

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows  
[NetSpeed1's solution](#)

**2518.**

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[NetSpeed1's solution](#)

**2519.**

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[NetSpeed1's solution](#)

**2520.**

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[NetSpeed1's solution](#)

**2521.**

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2522.**

1874F

[Jellyfish and OEIS](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[NetSpeed1's solution](#)

**2523.**

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[NetSpeed1's solution](#)

**2524.**

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder

theorem, dfs and similar, graphs, number theory

[NetSpeed1's solution](#)

**2525.**

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**2526.**

2061H1

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

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[NetSpeed1's solution](#)

**2527.**

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[NetSpeed1's solution](#)

**2528.**

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[NetSpeed1's solution](#)

**2529.**

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs

[NetSpeed1's solution](#)

**2530.**

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[NetSpeed1's solution](#)

**2531.**

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[NetSpeed1's solution](#)

**2532.**

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[NetSpeed1's solution](#)

**2533.**

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, trees

[NetSpeed1's solution](#)

**2534.**

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[NetSpeed1's solution](#)

**2535.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[NetSpeed1's solution](#)

**2536.**

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[NetSpeed1's solution](#)

**2537.**

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[NetSpeed1's solution](#)

**2538.**

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[NetSpeed1's solution](#)

**2539.**

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, matrices

[NetSpeed1's solution](#)

**2540.**

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[NetSpeed1's solution](#)

**2541.**

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[NetSpeed1's solution](#)

**2542.**

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2543.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[NetSpeed1's solution](#)

**2544.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[NetSpeed1's solution](#)

**2545.**

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2024-03-12 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math,

number theory, probabilities

[NetSpeed1's solution](#)

**2546.**

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[NetSpeed1's solution](#)

**2547.**

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[NetSpeed1's solution](#)

**2548.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[NetSpeed1's solution](#)

**2549.**

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[NetSpeed1's solution](#)

**2550.**

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[NetSpeed1's solution](#)

**2551.**

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, trees

[NetSpeed1's solution](#)

**2552.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[NetSpeed1's solution](#)

**2553.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[NetSpeed1's solution](#)

**2554.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[NetSpeed1's solution](#)

**2555.**

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[NetSpeed1's solution](#)

**2556.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-10 · last AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[NetSpeed1's solution](#)

**2557.**

106170B

[Daily Reorganisation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2558.**

105979F

[Fixing logs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2559.**

102341F

[Flaaffy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2560.**

102443E

[Hide-and-Seek for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2561.**

105719E

[Coins on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2562.**

106062G

[Galactic Reassignment](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2563.**

106062I

[In Search of Soles](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2564.**

2142C

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

Rating: — · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, data structures, implementation, strings

[NetSpeed1's solution](#)

**2565.**

2142B

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

Rating: — · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

**2566.**

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · last AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

**2567.**

102032E

[XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2568.**

105667A

[Toy Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2569.**

105666C

[Not-So-Long Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2570.**

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, fft, math

[NetSpeed1's solution](#)

**2571.**

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2572.**

2095F

[IS Cæb-0B\\$abICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, math

[NetSpeed1's solution](#)

**2573.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, binary search, brute force

[NetSpeed1's solution](#)

**2574.**

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, expression parsing, number theory

[NetSpeed1's solution](#)

**2575.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[NetSpeed1's solution](#)

**2576.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, number theory

[NetSpeed1's solution](#)

**2577.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, games, interactive  
[NetSpeed1's solution](#)

**2578.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry  
[NetSpeed1's solution](#)

**2579.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, string suffix structures  
[NetSpeed1's solution](#)

**2580.**

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2581.**

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2582.**

103371L

[Utilitarianism 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2583.**

102759G

[LCS 8](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2584.**

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2585.**

105631M

[Make SYSU Great Again 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2586.**

102331D

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2587.**

103627K

[Fake Plastic Trees 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2588.**

103260K

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

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2589.**

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2590.**

104461M

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

Rating: — · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2591.**

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2592.**

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2593.**

104922I

[Paired roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2594.**

2011G

[Removal of a Permutation](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: — · first AC: 2024-10-01 · Kotlin 1.7 (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2595.**

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special, graphs, greedy

[NetSpeed1's solution](#)

**2596.**

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special, data structures, greedy

[NetSpeed1's solution](#)

**2597.**

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special, greedy, strings

[NetSpeed1's solution](#)

**2598.**

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2599.**

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2600.**

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2601.**

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2602.**

102331K

[K-pop Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2603.**

102331F

[Fast Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2604.**

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2605.**

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2606.**

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2607.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2608.**

105160H

[SACmsUR6v,,u`Ñ](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2609.**

105160E

[f\(â€¦\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[NetSpeed1's solution](#)

**2610.**

105160B

[OÄwTe'WW](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2611.**

105160F

[SACmsUR6v,,\\_b](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2612.**

105160J

[Nifutorial](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[NetSpeed1's solution](#)

**2613.**

105160K

[s\\_bep~Ä\(easy\)](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2614.**

105160D

[e1WWa8b](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2615.**

105160L

[s\\_bep~Ä\(hard\)](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2616.**

105160I

[~TUNKW](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[NetSpeed1's solution](#)

**2617.**

105160G

[w6jPn8b](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2618.**

105160C

[\futorial](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[NetSpeed1's solution](#)

**2619.**

105160M

[..TQlep~Ä](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[NetSpeed1's solution](#)

**2620.**

105160A

[bT#ÄiAN°](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2621.**

105266D

[\[PN\]orial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2622.**

105266F

[TMTUSNe51](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[NetSpeed1's solution](#)

**2623.**

105266C

[fiiiTutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2624.**

105266A

[gYQialepN TCE](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2625.**

105266B

[cOMBal](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[NetSpeed1's solution](#)

**2626.**

105266E

[uNrtutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2627.**

104985C

[Helicopter](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2628.**

104985D

[Bill Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2629.**

104985B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2630.**

104985A

[Episodes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2631.**

2012G

[Berserk Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

**2632.**

2012H

[Replace on Segment](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[NetSpeed1's solution](#)

**2633.**

2012F

[Colored Portals](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[NetSpeed1's solution](#)

**2634.**

2012E

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

Rating: — · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: \*special, strings

[NetSpeed1's solution](#)

**2635.**

2012D

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

Rating: — · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics

[NetSpeed1's solution](#)

**2636.**

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: \*special, brute force, greedy, math

[NetSpeed1's solution](#)

**2637.**

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: \*special, strings

[NetSpeed1's solution](#)

**2638.**

2012A

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

Rating: — · first AC: 2024-09-20 · Kotlin 1.9 (first AC) · Tags: \*special, implementation, sortings

[NetSpeed1's solution](#)

**2639.**

103260H

[Excluded Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2640.**

105336H

[SanMin8b](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2641.**

105336A

[Q7Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2642.**

105336C

[yftutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2643.**

105336I

[b-Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2644.**

105336G

[uTÁrígQm](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2645.**

105336F

[S \[P\]atÉaII](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2646.**

105336E

[→gtrQzI](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2647.**

105336B

[Qx-Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2648.**

105336J

[b-Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2649.**

105336K

[SÖTjPn8b](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2650.**

105336L

[•QÜria •I](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2651.**

105336D

[•xTv%lãx Vh](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2652.**

102428J

[Jumping Grasshoper · Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2653.**

105222D

[L-Covering · Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2654.**

104945M

[In-order · Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2655.**

104008H

[Hysteretic Racing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2656.**

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2657.**

101414G

[Malfatti Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2658.**

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms, strings

[NetSpeed1's solution](#)

**2659.**

1959F

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

Rating: — · first AC: 2024-05-09 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[NetSpeed1's solution](#)

**2660.**

1959G

[The Humanoid](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.9 (first AC) · Tags: \*special, brute force, sortings

[NetSpeed1's solution](#)

**2661.**

1959H

[Count the Trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.9 (first AC) · Tags: \*special, data structures

[NetSpeed1's solution](#)

**2662.**

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2663.**

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2664.**

105053H

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

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2665.**

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, bitmasks, geometry

[NetSpeed1's solution](#)

**2666.**

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, combinatorics, games, math

[NetSpeed1's solution](#)

**2667.**

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation, strings

[NetSpeed1's solution](#)

**2668.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

**2669.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[NetSpeed1's solution](#)

**2670.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, dfs and similar, math

[NetSpeed1's solution](#)

**2671.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, schedules

[NetSpeed1's solution](#)

**2672.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force

[NetSpeed1's solution](#)

**2673.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[NetSpeed1's solution](#)

**2674.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[NetSpeed1's solution](#)

**2675.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[NetSpeed1's solution](#)

**2676.**

1812I

[Mountain Climber](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2677.**

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2678.**

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2679.**

102470H

[Routing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2680.**

103990A

[Aibohphobia](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2681.**

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2682.**

103990D

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

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2683.**

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2684.**

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2685.**

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2686.**

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2687.**

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · PyPy 3 (first AC) · Tags: —

[NetSpeed1's solution](#)

**2688.**

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2689.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2690.**

1170G

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

Quality: 84 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: \*special, graphs

[NetSpeed1's solution](#)

**2691.**

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: \*special, binary search, greedy

[NetSpeed1's solution](#)

**2692.**

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: \*special, binary search

[NetSpeed1's solution](#)

**2693.**

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: \*special, data structures, implementation

[NetSpeed1's solution](#)

**2694.**

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: \*special, implementation, strings

[NetSpeed1's solution](#)

**2695.**

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

**2696.**

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: \*special, math

[NetSpeed1's solution](#)

**2697.**

1911H

[Two Merged Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: \*special, dp

[NetSpeed1's solution](#)

**2698.**

1911G

[Median String](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: \*special, strings

[NetSpeed1's solution](#)

**2699.**

1911F

[Boxers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[NetSpeed1's solution](#)

**2700.**

1911E

[Powers Of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: \*special, bitmasks, greedy

[NetSpeed1's solution](#)

**2701.**

1911D

[Two Shuffled Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2702.**

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: \*special, sortings

[NetSpeed1's solution](#)

**2703.**

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

**2704.**

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[NetSpeed1's solution](#)

**2705.**

104725E

[ISBN](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2706.**

104725D

[Ninja](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2707.**

104725B

[Equinox](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2708.**

104725J

[Why?](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2709.**

104725G

[Zpursihub](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2710.**

104725H

[WfN2n8b](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2711.**

104725L

[QJbn8b](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2712.**

104725F

[gTnSG\[P^R](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2713.**

104725K

[RSP · Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2714.**

104725A

[u747nleQ•N](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2715.**

104012K

[K-Shaped Figures · Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2716.**

104012G

[Greatest Common Divisor · Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2717.**

104012H

[Hidden Digits · Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2718.**

104012J

[Joking? · Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2719.**

104012F

[Focusing on Costs · Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2720.**

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2721.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2722.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2723.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2724.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2725.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2726.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2727.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · last AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2728.**

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2729.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2730.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2731.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2732.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2733.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2734.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2735.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2736.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2737.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2738.**

104772D

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

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2739.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2740.**

104724C

[struct](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2741.**

104724A

[lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2742.**

104724B

[game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2743.**

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2744.**

104596D

[Follow the Bouncing Ball](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2745.**

104596B

[Bio Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2746.**

104596C

[Cheese, If You Please](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2747.**

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2748.**

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2749.**

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2750.**

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2751.**

104596H

[Remainder Reminder](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2752.**

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2753.**

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2754.**

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dp, math

[NetSpeed1's solution](#)

**2755.**

104536A

[XOR Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2756.**

104317J

[Juxtaposed brackets](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2757.**

104317G

[Golden jade matrix checker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2758.**

104317B

[Bespread with chequers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2759.**

104317H

[How to know the function](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2760.**

104317A

[Antiamuny wants to learn binary search](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2761.**

104493N

[Ziftawi's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2762.**

104493M

[Ahmad's Dish](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2763.**

104493D

[To Be Named](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2764.**

104493L

[Trip Discount](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2765.**

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2766.**

104493I

[Ajam's Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2767.**

104493C

[Tree Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2768.**

104493J

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

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2769.**

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2770.**

104493H

[Yaser In Baradah](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2771.**

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2772.**

104493K

[Sam-Oh, the funny coach](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2773.**

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2774.**

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2775.**

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2776.**

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2777.**

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2778.**

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2779.**

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2780.**

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2781.**

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2782.**

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2783.**

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2784.**

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2785.**

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2786.**

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2787.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[NetSpeed1's solution](#)

**2788.**

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2789.**

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2790.**

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2791.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2792.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2793.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2794.**

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2795.**

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2796.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NetSpeed1's solution](#)

**2797.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2798.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2799.**

104207B

[Same Digit](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2800.**

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2801.**

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2802.**

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2803.**

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2804.**

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2805.**

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2806.**

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2807.**

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2808.**

103736K

[Klee's Wonderful Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2809.**

103736I

[IHI's Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2810.**

103736H

[Optimal Biking Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2811.**

103736J

[IHI's Magic String](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2812.**

103736G

[Ganyu Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2813.**

103736E

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2814.**

103736D

[Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2815.**

103736F

[Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2816.**

103736C

[Check Problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2817.**

103736B

[New String](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2818.**

103736A

[Hello, ACMer!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2819.**

102059J

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

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2820.**

103808C

[Comiendo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2821.**

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[NetSpeed1's solution](#)

**2822.**

103439E

[Flood Fill](#) · [Tutorial](#)

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1662D

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1662L

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1662I

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1662M

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1192B

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