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Unique solved — Nevll

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

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1.

2217A

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2.

2183A

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2178A

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4.

2180B

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5.

2180A

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6.

2163A

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7.

2164A

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8.

2126A

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9.

2124A

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2123A

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11.

2123B

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12.

2094B

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13.

2121A

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2121B

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15.

2107A

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1422A

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19.

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23.

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24.

2039A

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25.

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2013A

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27.

2020A

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1720B

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2002A

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1991A

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1987A
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747A
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1986A
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1985B
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1985A
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1879A
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1873C
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1873D
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42.

1981A

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1980B

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45.

1979A

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1472A

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47.

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104921E

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51.

104921B

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52.

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53.

1977A

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54.

1971B

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1971A

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56.

988A

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57.

1884A

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58.

1955A

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60.

1930A

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1927A

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1921A

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1823A

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66.

1919B

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67.

1919A

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1851B

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69.

1851A

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70.

1821A

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71.

1797A

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72.

1814A

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73.

1915C

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74.

1915B

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75.

1915A

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76.

214A

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77.

1916A

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78.

1909A

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79.

1913A

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1902A

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81.

104637H

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1870A

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83.

1859A

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84.

1844A

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85.

1841A

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86.

1832A

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87.

1804A

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88.

1776A

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89.

1795A

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90.

1778A

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91.

1787A

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92.

1783A

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93.

1768A

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94.

1779A

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95.

1774A

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96.

1767B

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97.

1767A

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98.

1762A

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99.

1773F

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100.

1765B

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101.

1764A

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102.

1758A

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103.

1747A

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104.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Nevll's solution](#)

105.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[Nevll's solution](#)

106.

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation
[Nevll's solution](#)

107.

1702B

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

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nevll's solution](#)

108.

1702A

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

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Nevll's solution](#)

109.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nevll's solution](#)

110.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nevll's solution](#)

111.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nevll's solution](#)

112.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

113.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Nevll's solution](#)

114.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Nevll's solution](#)

115.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nevll's solution](#)

116.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

117.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 800 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nevll's solution](#)

118.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nevll's solution](#)

119.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevll's solution](#)

120.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nevll's solution](#)

121.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nevll's solution](#)

122.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Nevll's solution](#)

123.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

124.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nevll's solution](#)

125.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Nevll's solution](#)

126.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Nevll's solution](#)

127.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Nevll's solution](#)

128.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

129.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nevll's solution](#)

130.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Nevll's solution](#)

131.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Nevll's solution](#)

132.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nevll's solution](#)

133.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Nevll's solution](#)

134.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevll's solution](#)

135.

1623A

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Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Nevll's solution](#)

136.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Nevll's solution](#)

137.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nevll's solution](#)

138.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nevll's solution](#)

139.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,819 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nevll's solution](#)

140.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[Nevll's solution](#)

141.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Nevll's solution](#)

142.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

143.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Nevll's solution](#)

144.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

145.

1611B

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

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Nevll's solution](#)

146.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nevll's solution](#)

147.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Nevll's solution](#)

148.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Nevll's solution](#)

149.

1589A

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

Rating: 800 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevll's solution](#)

150.

1352A

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

Quality: 104,108 global accepts · Rating: 800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nevll's solution](#)

151.

1154A

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

Quality: 87,060 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevll's solution](#)

152.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,831 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Nevll's solution](#)

153.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,236 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

154.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,419 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nevll's solution](#)

155.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,591 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nevll's solution](#)

156.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,954 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nevll's solution](#)

157.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,661 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Nevll's solution](#)

158.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Nevll's solution](#)

159.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

160.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,794 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevll's solution](#)

161.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,945 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Nevll's solution](#)

162.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,405 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[Nevll's solution](#)

163.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,520 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Nevll's solution](#)

164.

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[Nevll's solution](#)

165.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,038 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Nevll's solution](#)

166.

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[Nevll's solution](#)

167.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,394 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Nevll's solution](#)

168.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[Nevll's solution](#)

169.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Nevll's solution](#)

170.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Nevll's solution](#)

171.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

172.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,415 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nevll's solution](#)

173.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,206 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

174.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,134 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nevll's solution](#)

175.

1030A

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

Quality: 171,452 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

176.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

177.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

178.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,926 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

179.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

180.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Nevll's solution](#)

181.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nevll's solution](#)

182.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nevll's solution](#)

183.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,487 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

184.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,073 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Nevll's solution](#)

185.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

186.

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nevll's solution](#)

187.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,479 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

188.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevll's solution](#)

189.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,195 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Nevll's solution](#)

190.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,206 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

191.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Nevll's solution](#)

192.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,542 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

193.

281A

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

Quality: 270,969 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nevll's solution](#)

194.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Nevll's solution](#)

195.

112A

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

Quality: 287,235 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nevll's solution](#)

196.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

197.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

198.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,690 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nevll's solution](#)

199.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Nevll's solution](#)

200.

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Nevll's solution](#)

201.

71A

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

Quality: 503,223 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Nevll's solution](#)

202.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,775 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Nevll's solution](#)

203.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nevll's solution](#)

204.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nevll's solution](#)

205.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nevll's solution](#)

206.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

207.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevll's solution](#)

208.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Nevll's solution](#)

209.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,425 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

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210.

1586A

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Rating: 800 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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211.

1593A

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212.

1538A

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213.

1598A

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214.

1594A

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215.

1592A

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216.

1581A

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217.

1573A

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1569A

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1566B

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220.

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221.

1551B1

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1551A

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223.

1556A

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224.

1562A

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225.

1560C

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226.

1560B

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227.

1560A

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228.

1557A

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229.

1549A

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230.

1472B

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231.

996A

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[Nevll's solution](#)

232.

1547B

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233.

1547A

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[Nevll's solution](#)

234.

2178B

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[Nevll's solution](#)

235.

2169A

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236.

2094C

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[Nevll's solution](#)

237.

2013B

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[Nevll's solution](#)

238.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,054 global accepts · Rating: 900 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nevll's solution](#)

239.

747B

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240.

1985D

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241.

1879B

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242.

1971C

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[Nevll's solution](#)

243.

980A

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Quality: 10,951 global accepts · Rating: 900 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nevll's solution](#)

244.

1166A

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[Nevll's solution](#)

245.

26A

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246.

1951A

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[Nevll's solution](#)

247.

1927B

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Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Nevll's solution](#)

248.

1921C

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249.

1823B

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[Nevll's solution](#)

250.

1915D

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Quality: 35,083 global accepts · Rating: 900 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Nevll's solution](#)

251.

275A

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[Nevll's solution](#)

252.

208A

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Quality: 105,059 global accepts · Rating: 900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Nevll's solution](#)

253.

1295A

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Quality: 24,148 global accepts · Rating: 900 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nevll's solution](#)

254.

1795B

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255.

1768B

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[Nevll's solution](#)

256.

1779B

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257.

1764B

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258.

1758B

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Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Nevll's solution](#)

259.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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260.

1699B

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Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

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261.

1697B

[Promo](#) · [Tutorial](#)

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262.

1679A

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263.

1675B

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264.

1666D

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Quality: 20,104 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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265.

1665B

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266.

1650B

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267.

1624B

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268.

1609A

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269.

1543A

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270.

1543B

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271.

1617B

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272.

1585B

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273.

1613A

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274.

1610A

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275.

1589C

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276.

1607B

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277.

1505A

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278.

1606A

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279.

1582B

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280.

1593B

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281.

2217B

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282.

2164B

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283.

2124B

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[Nevll's solution](#)

284.

2123C

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285.

2055B

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[Nevll's solution](#)

286.

1894B

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287.

2034B

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288.

2039B

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289.

499B

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290.

1140A

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291.

2002B

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292.

1987B

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Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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293.

1986B

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294.

1985C

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Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nevll's solution](#)

295.

1979B

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Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Nevll's solution](#)

296.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,237 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Nevll's solution](#)

297.

1955B

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

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[Nevll's solution](#)

298.

1930B

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Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Nevll's solution](#)

299.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Nevll's solution](#)

300.

1851C

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Quality: 25,877 global accepts · Rating: 1000 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nevll's solution](#)

301.

5A

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Quality: 11,124 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

302.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nevll's solution](#)

303.

1913B

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Quality: 51,245 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Nevll's solution](#)

304.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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305.

1859B

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[Nevll's solution](#)

306.

1844B

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Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nevll's solution](#)

307.

1841B

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Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

308.

1804B

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Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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309.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Nevll's solution](#)

310.

1765M

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Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nevll's solution](#)

311.

1702D

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Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nevll's solution](#)

312.

1671B

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Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Nevl's solution](#)

313.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nevl's solution](#)

314.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nevl's solution](#)

315.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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316.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevl's solution](#)

317.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[Nevl's solution](#)

318.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Nevl's solution](#)

319.

1613B

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Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Nevl's solution](#)

320.

1589B

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Rating: 1000 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nevl's solution](#)

321.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Nevl's solution](#)

322.

1473B

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[Nevl's solution](#)

323.

1469B

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Quality: 31,058 global accepts · Rating: 1000 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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324.

1469A

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Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nevll's solution](#)

325.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Nevll's solution](#)

326.

1598B

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Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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327.

500A

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Quality: 62,688 global accepts · Rating: 1000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Nevll's solution](#)

328.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Nevll's solution](#)

329.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nevll's solution](#)

330.

2169B

[Drifting Away](#) · [Tutorial](#)

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

[Nevll's solution](#)

331.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nevll's solution](#)

332.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2025-06-18 · Java 8 (first AC) · Tags: greedy, strings, two pointers

[Nevll's solution](#)

333.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Nevll's solution](#)

334.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[Nevll's solution](#)

335.

2084B

[MIN = GCD](#) · [Tutorial](#)

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

336.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Nevll's solution](#)

337.

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math
[Nevll's solution](#)

338.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[Nevll's solution](#)

339.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Nevll's solution](#)

340.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[Nevll's solution](#)

341.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Nevll's solution](#)

342.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Nevll's solution](#)

343.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nevll's solution](#)

344.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Nevll's solution](#)

345.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nevll's solution](#)

346.

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Nevll's solution](#)

347.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Nevll's solution](#)

348.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Nevll's solution](#)

349.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Nevll's solution](#)

350.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Nevll's solution](#)

351.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Nevll's solution](#)

352.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nevll's solution](#)

353.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nevll's solution](#)

354.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Nevll's solution](#)

355.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[Nevll's solution](#)

356.

1917B

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

Quality: 36,353 global accepts · Rating: 1100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Nevll's solution](#)

357.

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Nevll's solution](#)

358.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nevll's solution](#)

359.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[Nevll's solution](#)

360.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Nevll's solution](#)

361.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Nevll's solution](#)

362.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Nevll's solution](#)

363.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Nevll's solution](#)

364.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,490 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers
[Nevll's solution](#)

365.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Nevll's solution](#)

366.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[Nevll's solution](#)

367.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Nevll's solution](#)

368.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[Nevll's solution](#)

369.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[Nevll's solution](#)

370.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Nevll's solution](#)

371.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Nevll's solution](#)

372.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[Nevll's solution](#)

373.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[Nevll's solution](#)

374.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nevll's solution](#)

375.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,401 global accepts · Rating: 1100 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevll's solution](#)

376.

1610B

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Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Nevll's solution](#)

377.

1604B

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Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevll's solution](#)

378.

1606B

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Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Nevll's solution](#)

379.

1593D1

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Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nevll's solution](#)

380.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Nevll's solution](#)

381.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Nevll's solution](#)

382.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[Nevll's solution](#)

383.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Nevll's solution](#)

384.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Nevll's solution](#)

385.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Nevll's solution](#)

386.

2121C

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

Quality: 21,743 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Nevll's solution](#)

387.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Nevll's solution](#)

388.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[Nevll's solution](#)

389.

2053B

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

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

[Nevll's solution](#)

390.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Nevll's solution](#)

391.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nevll's solution](#)

392.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Nevll's solution](#)

393.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Nevll's solution](#)

394.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Nevll's solution](#)

395.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nevll's solution](#)

396.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math
[Nevll's solution](#)

397.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[Nevll's solution](#)

398.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[Nevll's solution](#)

399.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Nevll's solution](#)

400.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Nevll's solution](#)

401.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[Nevll's solution](#)

402.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Nevll's solution](#)

403.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Nevll's solution](#)

404.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[Nevll's solution](#)

405.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Nevll's solution](#)

406.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games,

greedy, implementation, math

[Nevll's solution](#)

407.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Nevll's solution](#)

408.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Nevll's solution](#)

409.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Nevll's solution](#)

410.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,393 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nevll's solution](#)

411.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Nevll's solution](#)

412.

1734C

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

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nevll's solution](#)

413.

1679B

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

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Nevll's solution](#)

414.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Nevll's solution](#)

415.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Nevll's solution](#)

416.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Nevll's solution](#)

417.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Nevll's solution](#)

418.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Nevll's solution](#)

419.

1635C

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

Quality: 25,130 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nevll's solution](#)

420.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Nevll's solution](#)

421.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

422.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Nevll's solution](#)

423.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[Nevll's solution](#)

424.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[Nevll's solution](#)

425.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Nevll's solution](#)

426.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[Nevll's solution](#)

427.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing,

implementation

[Nevll's solution](#)

428.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nevll's solution](#)

429.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Nevll's solution](#)

430.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nevll's solution](#)

431.

2091E

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

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

[Nevll's solution](#)

432.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Nevll's solution](#)

433.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nevll's solution](#)

434.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nevll's solution](#)

435.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nevll's solution](#)

436.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nevll's solution](#)

437.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nevll's solution](#)

438.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Nevll's solution](#)

439.

1879C

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

Quality: 27,111 global accepts · Rating: 1300 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Nevll's solution](#)

440.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Nevll's solution](#)

441.

1981B

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

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Nevll's solution](#)

442.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nevll's solution](#)

443.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Nevll's solution](#)

444.

1955C

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

Quality: 24,500 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nevll's solution](#)

445.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Nevll's solution](#)

446.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Nevll's solution](#)

447.

1927D

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

Quality: 33,173 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Nevll's solution](#)

448.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Nevl's solution](#)

449.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nevl's solution](#)

450.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[Nevl's solution](#)

451.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,522 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Nevl's solution](#)

452.

4C

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

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Nevl's solution](#)

453.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Nevl's solution](#)

454.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Nevl's solution](#)

455.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Nevl's solution](#)

456.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nevl's solution](#)

457.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Nevl's solution](#)

458.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Nevll's solution](#)

459.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Nevll's solution](#)

460.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Nevll's solution](#)

461.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[Nevll's solution](#)

462.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nevll's solution](#)

463.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Nevll's solution](#)

464.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Nevll's solution](#)

465.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nevll's solution](#)

466.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Nevll's solution](#)

467.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Nevll's solution](#)

468.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Nevll's solution](#)

469.

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Nevll's solution](#)

470.

1650D

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

Quality: 14,693 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Nevll's solution](#)

471.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Nevll's solution](#)

472.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Nevll's solution](#)

473.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Nevll's solution](#)

474.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Nevll's solution](#)

475.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Nevll's solution](#)

476.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Nevll's solution](#)

477.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Nevll's solution](#)

478.

1604C

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

Rating: 1300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Nevll's solution](#)

479.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Nevl's solution](#)

480.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevl's solution](#)

481.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Nevl's solution](#)

482.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Nevl's solution](#)

483.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Nevl's solution](#)

484.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Nevl's solution](#)

485.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nevl's solution](#)

486.

2066A

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

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

[Nevl's solution](#)

487.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nevl's solution](#)

488.

1894C

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

Rating: 1400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Nevl's solution](#)

489.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Nevll's solution](#)

490.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Nevll's solution](#)

491.

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Nevll's solution](#)

492.

1883G1

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

Quality: 19,548 global accepts · Rating: 1400 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Nevll's solution](#)

493.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Nevll's solution](#)

494.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Nevll's solution](#)

495.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Nevll's solution](#)

496.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Nevll's solution](#)

497.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Nevll's solution](#)

498.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Nevll's solution](#)

499.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Nevll's solution](#)

500.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Nevll's solution](#)

501.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Nevll's solution](#)

502.

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nevll's solution](#)

503.

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Nevll's solution](#)

504.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Nevll's solution](#)

505.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[Nevll's solution](#)

506.

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Nevll's solution](#)

507.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nevll's solution](#)

508.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Nevll's solution](#)

509.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Nevll's solution](#)

510.

1844D

[Row Major](#) · [Tutorial](#)

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

[Nevll's solution](#)

511.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nevll's solution](#)

512.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Nevll's solution](#)

513.

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

[Nevll's solution](#)

514.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Nevll's solution](#)

515.

1679C

[Rooks Defenders](#) · [Tutorial](#)

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

[Nevll's solution](#)

516.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nevll's solution](#)

517.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Nevll's solution](#)

518.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nevll's solution](#)

519.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Nevll's solution](#)

520.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Nevll's solution](#)

521.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Nevll's solution](#)

522.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Nevll's solution](#)

523.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Nevll's solution](#)

524.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Nevll's solution](#)

525.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Nevll's solution](#)

526.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Nevll's solution](#)

527.

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Nevll's solution](#)

528.

2183C

[War Strategy](#) · [Tutorial](#)

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

[Nevll's solution](#)

529.

2169D1

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

Quality: 8,542 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Nevll's solution](#)

530.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Nevl's solution](#)

531.

2121E

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

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Nevl's solution](#)

532.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Nevl's solution](#)

533.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,441 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Nevl's solution](#)

534.

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1500 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs

[Nevl's solution](#)

535.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,961 global accepts · Rating: 1500 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Nevl's solution](#)

536.

2053C

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

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

[Nevl's solution](#)

537.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Nevl's solution](#)

538.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nevl's solution](#)

539.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Nevl's solution](#)

540.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Nevll's solution](#)

541.

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 1500 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[Nevll's solution](#)

542.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Nevll's solution](#)

543.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
[Nevll's solution](#)

544.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[Nevll's solution](#)

545.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Nevll's solution](#)

546.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[Nevll's solution](#)

547.

1851E

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

Quality: 13,284 global accepts · Rating: 1500 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[Nevll's solution](#)

548.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Nevll's solution](#)

549.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings
[Nevll's solution](#)

550.

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Nevl's solution](#)

551.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Nevl's solution](#)

552.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Nevl's solution](#)

553.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Nevl's solution](#)

554.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Nevl's solution](#)

555.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Nevl's solution](#)

556.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nevl's solution](#)

557.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Nevl's solution](#)

558.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Nevl's solution](#)

559.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nevl's solution](#)

560.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Nevll's solution](#)

561.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 1500 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Nevll's solution](#)

562.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Nevll's solution](#)

563.

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Nevll's solution](#)

564.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Nevll's solution](#)

565.

2084D

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

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

[Nevll's solution](#)

566.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Nevll's solution](#)

567.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Nevll's solution](#)

568.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nevll's solution](#)

569.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Nevll's solution](#)

570.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Nevl's solution](#)

571.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Nevl's solution](#)

572.

1980E

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

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Nevl's solution](#)

573.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Nevl's solution](#)

574.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Nevl's solution](#)

575.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nevl's solution](#)

576.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nevl's solution](#)

577.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

578.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math

[Nevl's solution](#)

579.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Nevl's solution](#)

580.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Nevl's solution](#)

581.

214B

[Homework](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Nevl's solution](#)

582.

1555D

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

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Nevl's solution](#)

583.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Nevl's solution](#)

584.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevl's solution](#)

585.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nevl's solution](#)

586.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Nevl's solution](#)

587.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings

[Nevl's solution](#)

588.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Nevl's solution](#)

589.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Nevl's solution](#)

590.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Nevl's solution](#)

591.

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Nevl's solution](#)

592.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nevl's solution](#)

593.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Nevl's solution](#)

594.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Nevl's solution](#)

595.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Nevl's solution](#)

596.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Nevl's solution](#)

597.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Nevl's solution](#)

598.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Nevl's solution](#)

599.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,645 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Nevl's solution](#)

600.

1514C

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

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Nevl's solution](#)

601.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Nevll's solution](#)

602.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

603.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nevll's solution](#)

604.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,489 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Nevll's solution](#)

605.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nevll's solution](#)

606.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Nevll's solution](#)

607.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Nevll's solution](#)

608.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nevll's solution](#)

609.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Nevll's solution](#)

610.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Nevll's solution](#)

611.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Nevll's solution](#)

612.

2123F

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

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Nevll's solution](#)

613.

2071C

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

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Nevll's solution](#)

614.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2025-01-23 · last AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Nevll's solution](#)

615.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Nevll's solution](#)

616.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Nevll's solution](#)

617.

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs

[Nevll's solution](#)

618.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nevll's solution](#)

619.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Nevll's solution](#)

620.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Nevll's solution](#)

621.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Nevll's solution](#)

622.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Nevll's solution](#)

623.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[Nevll's solution](#)

624.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[Nevll's solution](#)

625.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Nevll's solution](#)

626.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Nevll's solution](#)

627.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Nevll's solution](#)

628.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Nevll's solution](#)

629.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Nevll's solution](#)

630.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Nevll's solution](#)

631.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Nevl's solution](#)

632.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[Nevl's solution](#)

633.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Nevl's solution](#)

634.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Nevl's solution](#)

635.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Nevl's solution](#)

636.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Nevl's solution](#)

637.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Nevl's solution](#)

638.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Nevl's solution](#)

639.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Nevl's solution](#)

640.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Nevl's solution](#)

641.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Nevll's solution](#)

642.

214C

[Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Nevll's solution](#)

643.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Nevll's solution](#)

644.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Nevll's solution](#)

645.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Nevll's solution](#)

646.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Nevll's solution](#)

647.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Nevll's solution](#)

648.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Nevll's solution](#)

649.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Nevll's solution](#)

650.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Nevll's solution](#)

651.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Nevl's solution](#)

652.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nevl's solution](#)

653.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Nevl's solution](#)

654.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Nevl's solution](#)

655.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Nevl's solution](#)

656.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[Nevl's solution](#)

657.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Nevl's solution](#)

658.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Nevl's solution](#)

659.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Nevl's solution](#)

660.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Nevl's solution](#)

661.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nevll's solution](#)

662.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Nevll's solution](#)

663.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nevll's solution](#)

664.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Nevll's solution](#)

665.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

666.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[Nevll's solution](#)

667.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Nevll's solution](#)

668.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Nevll's solution](#)

669.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[Nevll's solution](#)

670.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Nevll's solution](#)

671.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Nevll's solution](#)

672.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nevll's solution](#)

673.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Nevll's solution](#)

674.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Nevll's solution](#)

675.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Nevll's solution](#)

676.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Nevll's solution](#)

677.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Nevll's solution](#)

678.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[Nevll's solution](#)

679.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Nevll's solution](#)

680.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Nevll's solution](#)

681.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Nevll's solution](#)

682.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nevll's solution](#)

683.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Nevll's solution](#)

684.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Nevll's solution](#)

685.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Nevll's solution](#)

686.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Nevll's solution](#)

687.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nevll's solution](#)

688.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Nevll's solution](#)

689.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Nevll's solution](#)

690.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Nevll's solution](#)

691.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Nevll's solution](#)

692.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Nevll's solution](#)

693.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Nevll's solution](#)

694.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Nevl's solution](#)

695.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Nevl's solution](#)

696.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Nevl's solution](#)

697.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Nevl's solution](#)

698.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[Nevl's solution](#)

699.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Nevl's solution](#)

700.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Nevl's solution](#)

701.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Nevl's solution](#)

702.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Nevl's solution](#)

703.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[Nevl's solution](#)

704.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Nevll's solution](#)

705.

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[Nevll's solution](#)

706.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Nevll's solution](#)

707.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Nevll's solution](#)

708.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Nevll's solution](#)

709.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

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710.

747D

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Quality: 3,461 global accepts · Rating: 1800 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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711.

1923D

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Nevll's solution](#)

712.

1475D

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Quality: 11,189 global accepts · Rating: 1800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

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713.

1016D

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Quality: 4,985 global accepts · Rating: 1800 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[Nevll's solution](#)

714.

1981C

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Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Nevll's solution](#)

715.

1979D

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Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Nevll's solution](#)

716.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nevll's solution](#)

717.

777D

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Quality: 5,250 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, strings

[Nevll's solution](#)

718.

899D

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Quality: 3,261 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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719.

1970E1

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Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nevll's solution](#)

720.

1955F

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Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

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721.

1388C

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[Nevll's solution](#)

722.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Nevll's solution](#)

723.

1851F

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Quality: 7,420 global accepts · Rating: 1800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Nevll's solution](#)

724.

1915G

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Quality: 9,716 global accepts · Rating: 1800 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Nevl's solution](#)

725.

180E

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Quality: 2,067 global accepts · Rating: 1800 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Nevl's solution](#)

726.

1295D

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Quality: 10,216 global accepts · Rating: 1800 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nevl's solution](#)

727.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Nevl's solution](#)

728.

1859D

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Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Nevl's solution](#)

729.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[Nevl's solution](#)

730.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Nevl's solution](#)

731.

492D

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Quality: 3,322 global accepts · Rating: 1800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[Nevl's solution](#)

732.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Nevl's solution](#)

733.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Nevl's solution](#)

734.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Nevll's solution](#)

735.

1283E

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Quality: 7,328 global accepts · Rating: 1800 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Nevll's solution](#)

736.

543A

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Quality: 8,837 global accepts · Rating: 1800 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nevll's solution](#)

737.

1396B

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Quality: 12,933 global accepts · Rating: 1800 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Nevll's solution](#)

738.

988D

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Quality: 8,042 global accepts · Rating: 1800 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Nevll's solution](#)

739.

1254B1

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[Nevll's solution](#)

740.

1355C

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Quality: 11,948 global accepts · Rating: 1800 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Nevll's solution](#)

741.

1108E1

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

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Nevll's solution](#)

742.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Nevll's solution](#)

743.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Nevll's solution](#)

744.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide

and conquer, math, number theory, two pointers

[Nevl's solution](#)

745.

671A

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Quality: 4,376 global accepts · Rating: 1800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[Nevl's solution](#)

746.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Nevl's solution](#)

747.

1196E

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Quality: 3,915 global accepts · Rating: 1800 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Nevl's solution](#)

748.

483B

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

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Nevl's solution](#)

749.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Nevl's solution](#)

750.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nevl's solution](#)

751.

1005E1

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

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Nevl's solution](#)

752.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Nevl's solution](#)

753.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nevl's solution](#)

754.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Nevl's solution](#)

755.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[Nevll's solution](#)

756.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Nevll's solution](#)

757.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Nevll's solution](#)

758.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Nevll's solution](#)

759.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Nevll's solution](#)

760.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Nevll's solution](#)

761.

448D

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Quality: 16,667 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Nevll's solution](#)

762.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Nevll's solution](#)

763.

1556D

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Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Nevll's solution](#)

764.

478C

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Quality: 20,591 global accepts · Rating: 1800 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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765.

2180D

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Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
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766.

2149F

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Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
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767.

2138B

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Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
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768.

2121G

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Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings
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769.

1926G

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

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
[Nevl's solution](#)

770.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
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771.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
[Nevl's solution](#)

772.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Nevl's solution](#)

773.

2044G2

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

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[Nevl's solution](#)

774.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[Nevl's solution](#)

775.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Nevl's solution](#)

776.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Nevl's solution](#)

777.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings

[Nevl's solution](#)

778.

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Nevl's solution](#)

779.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Nevl's solution](#)

780.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Nevl's solution](#)

781.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Nevl's solution](#)

782.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Nevl's solution](#)

783.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Nevl's solution](#)

784.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Nevl's solution](#)

785.

1986F

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

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Nevll's solution](#)

786.

1980F1

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

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Nevll's solution](#)

787.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Nevll's solution](#)

788.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Nevll's solution](#)

789.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nevll's solution](#)

790.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Nevll's solution](#)

791.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Nevll's solution](#)

792.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nevll's solution](#)

793.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Nevll's solution](#)

794.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Nevll's solution](#)

795.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

796.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Nevll's solution](#)

797.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Nevll's solution](#)

798.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Nevll's solution](#)

799.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Nevll's solution](#)

800.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Nevll's solution](#)

801.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Nevll's solution](#)

802.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Nevll's solution](#)

803.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[Nevll's solution](#)

804.

214D

[Numbers](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Nevll's solution](#)

805.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Nevll's solution](#)

806.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Nevll's solution](#)

807.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[Nevll's solution](#)

808.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Nevll's solution](#)

809.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Nevll's solution](#)

810.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Nevll's solution](#)

811.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Nevll's solution](#)

812.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Nevll's solution](#)

813.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nevll's solution](#)

814.

1773A

[Amazing Trick](#) · [Tutorial](#)

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

[Nevll's solution](#)

815.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Nevl's solution](#)

816.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Nevl's solution](#)

817.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Nevl's solution](#)

818.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Nevl's solution](#)

819.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Nevl's solution](#)

820.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Nevl's solution](#)

821.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevl's solution](#)

822.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Nevl's solution](#)

823.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Nevl's solution](#)

824.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory

[Nevl's solution](#)

825.

294C

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

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[Nevll's solution](#)

826.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Nevll's solution](#)

827.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Nevll's solution](#)

828.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nevll's solution](#)

829.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Nevll's solution](#)

830.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Nevll's solution](#)

831.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers

[Nevll's solution](#)

832.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Nevll's solution](#)

833.

2215B

[RReeppeettiittioonn](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Nevll's solution](#)

834.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Nevll's solution](#)

835.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Nevll's solution](#)

836.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Nevll's solution](#)

837.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Nevll's solution](#)

838.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Nevll's solution](#)

839.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Nevll's solution](#)

840.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nevll's solution](#)

841.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Nevll's solution](#)

842.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nevll's solution](#)

843.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Nevll's solution](#)

844.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Nevll's solution](#)

845.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Nevll's solution](#)

846.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Nevll's solution](#)

847.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Nevll's solution](#)

848.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Nevll's solution](#)

849.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Nevll's solution](#)

850.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Nevll's solution](#)

851.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Nevll's solution](#)

852.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Nevll's solution](#)

853.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Nevll's solution](#)

854.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Nevll's solution](#)

855.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[Nevll's solution](#)

856.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Nevll's solution](#)

857.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[Nevll's solution](#)

858.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers
[Nevll's solution](#)

859.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[Nevll's solution](#)

860.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory
[Nevll's solution](#)

861.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
[Nevll's solution](#)

862.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Nevll's solution](#)

863.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[Nevll's solution](#)

864.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[Nevll's solution](#)

865.

214E

[Relay Race](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nevl's solution](#)

866.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Nevl's solution](#)

867.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Nevl's solution](#)

868.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[Nevl's solution](#)

869.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Nevl's solution](#)

870.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Nevl's solution](#)

871.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Nevl's solution](#)

872.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Nevl's solution](#)

873.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Nevl's solution](#)

874.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Nevl's solution](#)

875.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Nevll's solution](#)

876.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive
[Nevll's solution](#)

877.

451D

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

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[Nevll's solution](#)

878.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[Nevll's solution](#)

879.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[Nevll's solution](#)

880.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Nevll's solution](#)

881.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[Nevll's solution](#)

882.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[Nevll's solution](#)

883.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: ternary search
[Nevll's solution](#)

884.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[Nevll's solution](#)

885.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Nevll's solution](#)

886.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Nevll's solution](#)

887.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Nevll's solution](#)

888.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Nevll's solution](#)

889.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Nevll's solution](#)

890.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Nevll's solution](#)

891.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nevll's solution](#)

892.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[Nevll's solution](#)

893.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Nevll's solution](#)

894.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Nevll's solution](#)

895.

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nevll's solution](#)

896.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[Nevll's solution](#)

897.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[Nevll's solution](#)

898.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[Nevll's solution](#)

899.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[Nevll's solution](#)

900.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[Nevll's solution](#)

901.

2163D1

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

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902.

2150C

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903.

2135D1

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904.

498C

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905.

2124E

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906.

2123G

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907.

2115B

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908.

2004E

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909.

2051G

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910.

2052D

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911.

1998D

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912.

771C

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913.

282D

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914.

1472F

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915.

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Quality: 5,644 global accepts · Rating: 2100 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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916.

1856D

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917.

1970D1

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918.

1884D

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919.

1810E

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920.

980D

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921.

1299C

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922.

1332E

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Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
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923.

1930D2

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924.

1924B

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925.

1920E

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926.

208E

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927.

1913D

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928.

1555E

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929.

1886D

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930.

1419E

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931.

992D

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932.

1621D

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933.

746G

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934.

837E

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935.

1832D1

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936.

1778D

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1666J

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942.

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943.

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945.

2113D

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946.

1996G

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947.

2178F

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948.

2179H

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949.

2072G

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950.

1334E

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951.

1227E

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952.

2036G

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953.

1867E2

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954.

1542D

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955.

1789D

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956.

2114G

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957.

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958.

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959.

2065H

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960.

1788E

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1249F

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645E

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965.

1175E

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966.

2039E

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967.

2018D

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Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

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968.

1998E1

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969.

1991F

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970.

282E

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971.

1986G1

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972.

1438D

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Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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973.

1985H2

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974.

387E

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975.

1208E

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976.

1557D

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977.

592D

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978.

1579G

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Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

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979.

1854B

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980.

1168C

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Quality: 2,732 global accepts · Rating: 2200 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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981.

1646E

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982.

731E

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983.

1970G2

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Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Nevl's solution](#)

984.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

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985.

1967B2

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986.

875D

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987.

1166D

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988.

1389E

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989.

1092D1

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990.

1092D2

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991.

27D

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Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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992.

1278E

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Quality: 2,042 global accepts · Rating: 2200 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

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993.

1946E

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Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

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994.

1474D

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Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

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995.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Nevll's solution](#)

996.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Nevll's solution](#)

997.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Nevl's solution](#)

998.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Nevl's solution](#)

999.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[Nevl's solution](#)

1000.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Nevl's solution](#)

1001.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Nevl's solution](#)

1002.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Nevl's solution](#)

1003.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Nevl's solution](#)

1004.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Nevl's solution](#)

1005.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[Nevl's solution](#)

1006.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Nevl's solution](#)

1007.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Nevll's solution](#)

1008.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Nevll's solution](#)

1009.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Nevll's solution](#)

1010.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Nevll's solution](#)

1011.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Nevll's solution](#)

1012.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Nevll's solution](#)

1013.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Nevll's solution](#)

1014.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Nevll's solution](#)

1015.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Nevll's solution](#)

1016.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Nevll's solution](#)

1017.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Nevll's solution](#)

1018.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Nevll's solution](#)

1019.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Nevll's solution](#)

1020.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Nevll's solution](#)

1021.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[Nevll's solution](#)

1022.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nevll's solution](#)

1023.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Nevll's solution](#)

1024.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[Nevll's solution](#)

1025.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Nevll's solution](#)

1026.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Nevl's solution](#)

1027.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Nevl's solution](#)

1028.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Nevl's solution](#)

1029.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Nevl's solution](#)

1030.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Nevl's solution](#)

1031.

935E

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

Quality: 979 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Nevl's solution](#)

1032.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Nevl's solution](#)

1033.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Nevl's solution](#)

1034.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Nevl's solution](#)

1035.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Nevl's solution](#)

1036.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Nevl's solution](#)

1037.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nevll's solution](#)

1038.

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

[Nevll's solution](#)

1039.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Nevll's solution](#)

1040.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[Nevll's solution](#)

1041.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Nevll's solution](#)

1042.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Nevll's solution](#)

1043.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nevll's solution](#)

1044.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Nevll's solution](#)

1045.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[Nevll's solution](#)

1046.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Nevll's solution](#)

1047.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Nevl's solution](#)

1048.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[Nevl's solution](#)

1049.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Nevl's solution](#)

1050.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[Nevl's solution](#)

1051.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Nevl's solution](#)

1052.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Nevl's solution](#)

1053.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1054.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Nevl's solution](#)

1055.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Nevl's solution](#)

1056.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Nevl's solution](#)

1057.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Nevll's solution](#)**1058.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[Nevll's solution](#)**1059.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Nevll's solution](#)**1060.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Nevll's solution](#)**1061.**

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Nevll's solution](#)**1062.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[Nevll's solution](#)**1063.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Nevll's solution](#)**1064.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Nevll's solution](#)**1065.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Nevll's solution](#)**1066.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nevll's solution](#)

1067.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Nevl's solution](#)

1068.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Nevl's solution](#)

1069.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Nevl's solution](#)

1070.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Nevl's solution](#)

1071.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Nevl's solution](#)

1072.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Nevl's solution](#)

1073.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Nevl's solution](#)

1074.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Nevl's solution](#)

1075.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Nevl's solution](#)

1076.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Nevl's solution](#)

1077.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Nevll's solution](#)

1078.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[Nevll's solution](#)

1079.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[Nevll's solution](#)

1080.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
[Nevll's solution](#)

1081.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[Nevll's solution](#)

1082.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Nevll's solution](#)

1083.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Nevll's solution](#)

1084.

929D

[A5C4@C=C,,GCÔKCR 2D 0D\\$0](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Nevll's solution](#)

1085.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Nevll's solution](#)

1086.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[Nevll's solution](#)

1087.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Nevl's solution](#)

1088.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Nevl's solution](#)

1089.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Nevl's solution](#)

1090.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nevl's solution](#)

1091.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Nevl's solution](#)

1092.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Nevl's solution](#)

1093.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Nevl's solution](#)

1094.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Nevl's solution](#)

1095.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nevl's solution](#)

1096.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[Nevl's solution](#)

1097.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Nevll's solution](#)

1098.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Nevll's solution](#)

1099.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Nevll's solution](#)

1100.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Nevll's solution](#)

1101.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Nevll's solution](#)

1102.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Nevll's solution](#)

1103.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Nevll's solution](#)

1104.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Nevll's solution](#)

1105.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Nevll's solution](#)

1106.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Nevll's solution](#)

1107.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Nevll's solution](#)**1108.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nevll's solution](#)**1109.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Nevll's solution](#)**1110.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy

[Nevll's solution](#)**1111.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Nevll's solution](#)**1112.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Nevll's solution](#)**1113.**

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation

[Nevll's solution](#)**1114.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Nevll's solution](#)**1115.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Nevll's solution](#)**1116.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Nevll's solution](#)

1117.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[Nevl's solution](#)

1118.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings
[Nevl's solution](#)

1119.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
[Nevl's solution](#)

1120.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Nevl's solution](#)

1121.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Nevl's solution](#)

1122.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[Nevl's solution](#)

1123.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[Nevl's solution](#)

1124.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Nevl's solution](#)

1125.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[Nevl's solution](#)

1126.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory
[Nevl's solution](#)

1127.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1128.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Nevll's solution](#)

1129.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Nevll's solution](#)

1130.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[Nevll's solution](#)

1131.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Nevll's solution](#)

1132.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Nevll's solution](#)

1133.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Nevll's solution](#)

1134.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Nevll's solution](#)

1135.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math

[Nevll's solution](#)

1136.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Nevll's solution](#)

1137.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nevll's solution](#)

1138.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Nevll's solution](#)

1139.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Nevll's solution](#)

1140.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Nevll's solution](#)

1141.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Nevll's solution](#)

1142.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Nevll's solution](#)

1143.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Nevll's solution](#)

1144.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Nevll's solution](#)

1145.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Nevll's solution](#)

1146.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, trees

[Nevll's solution](#)

1147.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Nevll's solution](#)

1148.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Nevll's solution](#)

1149.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, trees

[Nevll's solution](#)

1150.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[Nevll's solution](#)

1151.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Nevll's solution](#)

1152.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nevll's solution](#)

1153.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Nevll's solution](#)

1154.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Nevll's solution](#)

1155.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Nevll's solution](#)

1156.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Nevll's solution](#)

1157.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation

[Nevll's solution](#)

1158.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[Nevll's solution](#)

1159.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Nevll's solution](#)

1160.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Nevll's solution](#)

1161.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1162.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Nevll's solution](#)

1163.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Nevll's solution](#)

1164.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Nevll's solution](#)

1165.

106042C

[Snowing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1166.

106042B

[Bocchi the Neural Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1167.

106042A

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1168.

103422A

[MLCS](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · last AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1169.

103422C

[Charity](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1170.

103422B

[Gorbachev Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1171.

104229B

[Lego Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1172.

104229D

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1173.

104229A

[SubsetMex](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1174.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1175.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1176.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1177.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1178.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1179.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevl's solution](#)

1180.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevl's solution](#)

1181.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevl's solution](#)

1182.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevl's solution](#)

1183.

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevl's solution](#)

1184.

105911H

[Bingo Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1185.

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1186.

105911F

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Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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1187.

105911E

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Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1188.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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1189.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1190.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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1191.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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1192.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1193.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1194.

105206F

[ROAD TO BE LEGEND](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1195.

105206E

[B 5CÄ0D\\$>D 3Cä2CTF](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1196.

105206D

[12 725 9](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1197.

105206C

[A 5C04](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1198.

105206B

[A0C0\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1199.

105206A

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Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1200.

105687D

[Matchmaker](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1201.

105687C

[Fat Burner II](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1202.

105687B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1203.

105687A

[Penalty Kick](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1204.

105673D

[Fat Burner](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1205.

105673C

[Biggest Field \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1206.

105673B

[Step Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1207.

105673A

[Biggest Field](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1208.

104973E

[Databases](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1209.

104973D

[Removals](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1210.

104973C

[Pepeland](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1211.

104973B

[Hats](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1212.

104973A

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nevll's solution](#)

1213.

104683E

[L-shaped Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1214.

104683D

[Sum and Difference](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1215.

104683C

[Yet Another \$\div 2\$ or \$+1\$ Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1216.

104683B

[Left or Right Shift](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1217.

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1218.

105266E

[Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1219.

105266C

[Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1220.

105266F

[Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1221.

105266D

[Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1222.

105266B

[Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1223.

105266A

[Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1224.

105719B

[Total Ambiguity](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1225.

105384C

[Chemistry Class](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1226.

105719A

[OGD](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1227.

105384J

[Jesse's Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1228.

105384E

[Equalizer Ehrmantraut](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1229.

105384G

[Goodman](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1230.

105384D

[Daily Disinfection](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1231.

105384A

[Aibohphobia](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1232.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures

[Nevll's solution](#)

1233.

105642F

[Fiesta in the Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1234.

105642G

[Global warming](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1235.

105642D

[World Domination](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1236.

105642B

[Back to the Fruit Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1237.

105614D

[Good Pairs Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1238.

105614B

[Fuel Stations](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1239.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1240.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1241.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1242.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1243.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1244.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1245.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1246.

105283G

[Monkey Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1247.

105283F

[XOR Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1248.

105283E

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1249.

105283D

[Parallel Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1250.

105283C

[Phonier](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1251.

105283B

[Ifrit Tile 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1252.

105283A

[P!=NP](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1253.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevl's solution](#)

1254.

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevl's solution](#)

1255.

105186A

[Kep.uz Arena](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevl's solution](#)

1256.

105228B

[Randy Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevll's solution](#)

1257.

105228G

[The Mystery of the Sacred Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1258.

105228C

[Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevll's solution](#)

1259.

105228E

[Building Pigeon Houses](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1260.

105228D

[Frogo](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1261.

105228A

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevll's solution](#)

1262.

undefined548

[Dragons and Princesses](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Nevll's solution](#)

1263.

undefined549

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1264.

undefined551

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

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Nevll's solution](#)

1265.

102032C

[Innoforest](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1266.

102032B

[Squarow](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1267.

102032A

[Innohorse](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1268.

105059E

[Mole Whacking Robots](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1269.

105059F

[Average of Averages](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevll's solution](#)

1270.

105059C

[SeaTac](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevll's solution](#)

1271.

105059D

[Assignment Allocation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1272.

105059B

[Bus Routes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1273.

105059A

[Luddy Rocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1274.

105066L

[Gaslighting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1275.

105066K

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

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1276.

105066I

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

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1277.

105066J

[Everyone Loves Threes Magic \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevll's solution](#)

1278.

105066H

[Afterimages](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1279.

105066E

[Richard Lore](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1280.

105066G

[Sleepy Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevll's solution](#)

1281.

105066C

[Alternet is Cheating](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1282.

105066F

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

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevll's solution](#)

1283.

105066D

[Haagendaz is Justice](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevll's solution](#)

1284.

105066B

[A Bit of Monkeying](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1285.

105066A

[It's Time to Submit](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1286.

105046E

[XORradas](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1287.

105046D

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1288.

104604D

[Segedinense](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nevll's solution](#)

1289.

104604B

[Lightcycles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1290.

104936F

[Beavers and Revaebs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1291.

104941B

[Buying Croissants](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1292.

104941A

[Ancient Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nevll's solution](#)

1293.

1048525

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

Rating: — · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevll's solution](#)

1294.

1048523

[Business Trips](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevll's solution](#)

1295.

1048522

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevll's solution](#)

1296.

1048521

[Rhombic Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevll's solution](#)

1297.

104879C

[Public Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevll's solution](#)

1298.

104879B

[Fraction Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevll's solution](#)

1299.

104879A

[Coffee Cocktail](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevll's solution](#)

1300.

104886F

[Interval removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevl's solution](#)

1301.

104886E

[Random Tree Path Match](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevl's solution](#)

1302.

104886D

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1303.

104886C

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1304.

104886B

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1305.

104886A

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1306.

104789B

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1307.

104789A

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1308.

104764H

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1309.

104764E

[Seacave Jellyfish](#) · [Tutorial](#)

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[Nevl's solution](#)

1310.

104764D

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[Nevl's solution](#)

1311.

104764C

[An Odd Meal](#) · [Tutorial](#)

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[Nevll's solution](#)

1312.

104671E

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1313.

104671H

[Cyclically Coprime](#) · [Tutorial](#)

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1314.

104671K

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Rating: — · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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1315.

104671A

[Maximize Meal Quality](#) · [Tutorial](#)

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1316.

104390B

[Explorer](#) · [Tutorial](#)

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[Nevll's solution](#)

1317.

104390A

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Rating: — · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nevll's solution](#)

1318.

104337M

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

Rating: — · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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1319.

104178B

[Moo](#) · [Tutorial](#)

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1320.

104178A

[Success](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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1321.

103575A

[Designing a New Logo](#) · [Tutorial](#)

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[Nevll's solution](#)

1322.

103687C

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Rating: — · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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1323.

103687B

[JB Loves Comma](#) · [Tutorial](#)

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[Nevl's solution](#)

1324.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

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1325.

1662D

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1326.

16620

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1327.

1662I

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Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

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1328.

1662M

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Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Nevl's solution](#)

1329.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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1330.

1662A

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Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Nevl's solution](#)

1331.

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, trees

[Nevl's solution](#)

1332.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[Nevl's solution](#)

1333.

103634C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

