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Unique solved — Nineyx

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

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

Filters: none

Count: 756

1.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[Nineyx's solution](#)

2.

2170A

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

Quality: 19,925 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [implementation](#), [math](#)
[Nineyx's solution](#)

3.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#)
[Nineyx's solution](#)

4.

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: [bitmasks](#), [greedy](#)
[Nineyx's solution](#)

5.

2153A

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

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [sortings](#)
[Nineyx's solution](#)

6.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [two pointers](#)
[Nineyx's solution](#)

7.

2120A

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

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: [geometry](#), [math](#)
[Nineyx's solution](#)

8.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[Nineyx's solution](#)

9.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#)
[Nineyx's solution](#)

10.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Nineyx's solution](#)

11.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search
[Nineyx's solution](#)

12.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Nineyx's solution](#)

13.

1979A

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

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

14.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[Nineyx's solution](#)

15.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[Nineyx's solution](#)

16.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Nineyx's solution](#)

17.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,198 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: math
[Nineyx's solution](#)

18.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Nineyx's solution](#)

19.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Nineyx's solution](#)

20.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Nineyx's solution](#)

21.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Nineyx's solution](#)

22.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nineyx's solution](#)

23.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nineyx's solution](#)

24.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Nineyx's solution](#)

25.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nineyx's solution](#)

26.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Nineyx's solution](#)

27.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Nineyx's solution](#)

28.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Nineyx's solution](#)

29.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nineyx's solution](#)

30.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,324 global accepts · Rating: 800 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Nineyx's solution](#)

31.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nineyx's solution](#)

32.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Nineyx's solution](#)

33.

1926A

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

Quality: 62,193 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nineyx's solution](#)

34.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,894 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Nineyx's solution](#)

35.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nineyx's solution](#)

36.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Nineyx's solution](#)

37.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nineyx's solution](#)

38.

1931A

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

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Nineyx's solution](#)

39.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Nineyx's solution](#)

40.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Nineyx's solution](#)

41.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Nineyx's solution](#)

42.

1920A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Nineyx's solution](#)

43.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nineyx's solution](#)

44.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Nineyx's solution](#)

45.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Nineyx's solution](#)

46.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nineyx's solution](#)

47.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nineyx's solution](#)

48.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,088 global accepts · Rating: 800 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Nineyx's solution](#)

49.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Nineyx's solution](#)

50.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nineyx's solution](#)

51.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Nineyx's solution](#)

52.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Nineyx's solution](#)

53.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Nineyx's solution](#)

54.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Nineyx's solution](#)

55.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nineyx's solution](#)

56.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-25 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nineyx's solution](#)

57.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nineyx's solution](#)

58.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nineyx's solution](#)

59.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,984 global accepts · Rating: 800 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Nineyx's solution](#)

60.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,265 global accepts · Rating: 800 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[Nineyx's solution](#)

61.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,405 global accepts · Rating: 800 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nineyx's solution](#)

62.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,917 global accepts · Rating: 800 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Nineyx's solution](#)

63.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Nineyx's solution](#)

64.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Nineyx's solution](#)

65.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[Nineyx's solution](#)

66.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[Nineyx's solution](#)

67.

1850C

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

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Nineyx's solution](#)

68.

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[Nineyx's solution](#)

69.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,202 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[Nineyx's solution](#)

70.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Nineyx's solution](#)

71.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Nineyx's solution](#)

72.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Nineyx's solution](#)

73.

1845A

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

Quality: 47,342 global accepts · Rating: 800 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[Nineyx's solution](#)

74.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[Nineyx's solution](#)

75.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[Nineyx's solution](#)

76.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers
[Nineyx's solution](#)

77.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Nineyx's solution](#)

78.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Nineyx's solution](#)

79.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Nineyx's solution](#)

80.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Nineyx's solution](#)

81.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Nineyx's solution](#)

82.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Nineyx's solution](#)

83.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[Nineyx's solution](#)

84.

1783A

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

Quality: 48,712 global accepts · Rating: 800 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[Nineyx's solution](#)

85.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[Nineyx's solution](#)

86.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Nineyx's solution](#)

87.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[Nineyx's solution](#)

88.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,450 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Nineyx's solution](#)

89.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[Nineyx's solution](#)

90.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 900 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[Nineyx's solution](#)

91.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Nineyx's solution](#)

92.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Nineyx's solution](#)

93.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nineyx's solution](#)

94.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[Nineyx's solution](#)

95.

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Nineyx's solution](#)

96.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Nineyx's solution](#)

97.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,681 global accepts · Rating: 900 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Nineyx's solution](#)

98.

1875A

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

Quality: 46,995 global accepts · Rating: 900 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Nineyx's solution](#)

99.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-25 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nineyx's solution](#)

100.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nineyx's solution](#)

101.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,806 global accepts · Rating: 900 · first AC: 2023-07-21 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Nineyx's solution](#)

102.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Nineyx's solution](#)

103.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Nineyx's solution](#)

104.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nineyx's solution](#)

105.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nineyx's solution](#)

106.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Nineyx's solution](#)

107.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nineyx's solution](#)

108.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nineyx's solution](#)

109.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nineyx's solution](#)

110.

2156B

[Strange Machine](#) · [Tutorial](#)

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

[Nineyx's solution](#)

111.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Nineyx's solution](#)

112.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Nineyx's solution](#)

113.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Nineyx's solution](#)

114.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Nineyx's solution](#)

115.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Nineyx's solution](#)

116.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Nineyx's solution](#)

117.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · last AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Nineyx's solution](#)

118.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,907 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nineyx's solution](#)

119.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,167 global accepts · Rating: 1000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Nineyx's solution](#)

120.

1876A

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

Quality: 34,915 global accepts · Rating: 1000 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nineyx's solution](#)

121.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nineyx's solution](#)

122.

1859B

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

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Nineyx's solution](#)

123.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,369 global accepts · Rating: 1000 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Nineyx's solution](#)

124.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nineyx's solution](#)

125.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Nineyx's solution](#)

126.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nineyx's solution](#)

127.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,571 global accepts · Rating: 1000 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[Nineyx's solution](#)

128.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nineyx's solution](#)

129.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Nineyx's solution](#)

130.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Nineyx's solution](#)

131.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Nineyx's solution](#)

132.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,189 global accepts · Rating: 1000 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nineyx's solution](#)

133.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Nineyx's solution](#)

134.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Nineyx's solution](#)

135.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Nineyx's solution](#)

136.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Nineyx's solution](#)

137.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Nineyx's solution](#)

138.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Nineyx's solution](#)

139.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Nineyx's solution](#)

140.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Nineyx's solution](#)

141.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Nineyx's solution](#)

142.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Nineyx's solution](#)

143.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Nineyx's solution](#)

144.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[Nineyx's solution](#)

145.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[Nineyx's solution](#)

146.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,013 global accepts · Rating: 1100 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Nineyx's solution](#)

147.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Nineyx's solution](#)

148.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Nineyx's solution](#)

149.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nineyx's solution](#)

150.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Nineyx's solution](#)

151.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Nineyx's solution](#)

152.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[Nineyx's solution](#)

153.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Nineyx's solution](#)

154.

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math

[Nineyx's solution](#)

155.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Nineyx's solution](#)

156.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[Nineyx's solution](#)

157.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nineyx's solution](#)

158.

1826B

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

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-05 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nineyx's solution](#)

159.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nineyx's solution](#)

160.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-27 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nineyx's solution](#)

161.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nineyx's solution](#)

162.

2170B

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

Quality: 14,287 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nineyx's solution](#)

163.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Nineyx's solution](#)

164.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nineyx's solution](#)

165.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Nineyx's solution](#)

166.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Nineyx's solution](#)

167.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Nineyx's solution](#)

168.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[Nineyx's solution](#)

169.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Nineyx's solution](#)

170.

1945C

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

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Nineyx's solution](#)

171.

1926C

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

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Nineyx's solution](#)

172.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two

pointers

[Nineyx's solution](#)

173.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Nineyx's solution](#)

174.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Nineyx's solution](#)

175.

1909B

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

Quality: 30,961 global accepts · Rating: 1200 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Nineyx's solution](#)

176.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[Nineyx's solution](#)

177.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[Nineyx's solution](#)

178.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Nineyx's solution](#)

179.

1857C

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

Quality: 41,754 global accepts · Rating: 1200 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nineyx's solution](#)

180.

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Nineyx's solution](#)

181.

1846C

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

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Nineyx's solution](#)

182.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,405 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Nineyx's solution](#)

183.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Nineyx's solution](#)

184.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Nineyx's solution](#)

185.

1792B

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

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nineyx's solution](#)

186.

2170C

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

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

[Nineyx's solution](#)

187.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Nineyx's solution](#)

188.

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[Nineyx's solution](#)

189.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nineyx's solution](#)

190.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Nineyx's solution](#)

191.

1981B

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

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Nineyx's solution](#)

192.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Nineyx's solution](#)

193.

1955C

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

Quality: 24,501 global accepts · Rating: 1300 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Nineyx's solution](#)

194.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Nineyx's solution](#)

195.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Nineyx's solution](#)

196.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Nineyx's solution](#)

197.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Nineyx's solution](#)

198.

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Nineyx's solution](#)

199.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Nineyx's solution](#)

200.

1927D

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

Quality: 33,175 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Nineyx's solution](#)

201.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Nineyx's solution](#)

202.

1900C

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

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Nineyx's solution](#)

203.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nineyx's solution](#)

204.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Nineyx's solution](#)

205.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Nineyx's solution](#)

206.

1879C

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

Quality: 27,112 global accepts · Rating: 1300 · first AC: 2023-09-25 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[Nineyx's solution](#)

207.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Nineyx's solution](#)

208.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Nineyx's solution](#)

209.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Nineyx's solution](#)

210.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,319 global accepts · Rating: 1300 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[Nineyx's solution](#)

211.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nineyx's solution](#)

212.

1850F

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

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2023-07-21 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Nineyx's solution](#)

213.

1846E1

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

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Nineyx's solution](#)

214.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Nineyx's solution](#)

215.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Nineyx's solution](#)

216.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Nineyx's solution](#)

217.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Nineyx's solution](#)

218.

1768C

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

Quality: 15,713 global accepts · Rating: 1300 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Nineyx's solution](#)

219.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[Nineyx's solution](#)

220.

2156C

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

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Nineyx's solution](#)

221.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Nineyx's solution](#)

222.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Nineyx's solution](#)

223.

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Nineyx's solution](#)

224.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,659 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[Nineyx's solution](#)

225.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Nineyx's solution](#)

226.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nineyx's solution](#)

227.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nineyx's solution](#)

228.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Nineyx's solution](#)

229.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Nineyx's solution](#)

230.

1931E

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

Quality: 25,728 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Nineyx's solution](#)

231.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Nineyx's solution](#)

232.

1919C

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

Quality: 28,578 global accepts · Rating: 1400 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Nineyx's solution](#)

233.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Nineyx's solution](#)

234.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Nineyx's solution](#)

235.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Nineyx's solution](#)

236.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Nineyx's solution](#)

237.

1883G1

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

Quality: 19,551 global accepts · Rating: 1400 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Nineyx's solution](#)

238.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Nineyx's solution](#)

239.

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Nineyx's solution](#)

240.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nineyx's solution](#)

241.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nineyx's solution](#)

242.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Nineyx's solution](#)

243.

1845C

[Strong Password · Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[Nineyx's solution](#)

244.

1840D

[Wooden Toy Festival · Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Nineyx's solution](#)

245.

1837D

[Bracket Coloring · Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nineyx's solution](#)

246.

1833D

[Flipper · Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Nineyx's solution](#)

247.

2153C

[Symmetrical Polygons · Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Nineyx's solution](#)

248.

1926E

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

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Nineyx's solution](#)

249.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Nineyx's solution](#)

250.

1891C

[Smilo and Monsters · Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Nineyx's solution](#)

251.

1876B

[Effects of Anti Pimples · Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

number theory, sortings

[Nineyx's solution](#)

252.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Nineyx's solution](#)

253.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Nineyx's solution](#)

254.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Nineyx's solution](#)

255.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Nineyx's solution](#)

256.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nineyx's solution](#)

257.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Nineyx's solution](#)

258.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Nineyx's solution](#)

259.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Nineyx's solution](#)

260.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Nineyx's solution](#)

261.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Nineyx's solution](#)

262.

1957C

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

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Nineyx's solution](#)

263.

1956C

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

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nineyx's solution](#)

264.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Nineyx's solution](#)

265.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Nineyx's solution](#)

266.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Nineyx's solution](#)

267.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, math

[Nineyx's solution](#)

268.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Nineyx's solution](#)

269.

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Nineyx's solution](#)

270.

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2023-10-09 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nineyx's solution](#)

271.

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nineyx's solution](#)

272.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nineyx's solution](#)

273.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[Nineyx's solution](#)

274.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[Nineyx's solution](#)

275.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Nineyx's solution](#)

276.

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Nineyx's solution](#)

277.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Nineyx's solution](#)

278.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Nineyx's solution](#)

279.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Nineyx's solution](#)

280.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Nineyx's solution](#)

281.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nineyx's solution](#)

282.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Nineyx's solution](#)

283.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Nineyx's solution](#)

284.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Nineyx's solution](#)

285.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Nineyx's solution](#)

286.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Nineyx's solution](#)

287.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Nineyx's solution](#)

288.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Nineyx's solution](#)

289.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[Nineyx's solution](#)

290.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Nineyx's solution](#)

291.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Nineyx's solution](#)

292.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Nineyx's solution](#)

293.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Nineyx's solution](#)

294.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Nineyx's solution](#)

295.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Nineyx's solution](#)

296.

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

[Nineyx's solution](#)

297.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Nineyx's solution](#)

298.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Nineyx's solution](#)

299.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Nineyx's solution](#)

300.

1879D

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

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-25 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Nineyx's solution](#)

301.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Nineyx's solution](#)

302.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Nineyx's solution](#)

303.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Nineyx's solution](#)

304.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: 1700 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Nineyx's solution](#)

305.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-05 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Nineyx's solution](#)

306.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Nineyx's solution](#)

307.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Nineyx's solution](#)

308.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-17 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Nineyx's solution](#)

309.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Nineyx's solution](#)

310.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

greedy, sortings

[Nineyx's solution](#)

311.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2023-01-04 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Nineyx's solution](#)

312.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Nineyx's solution](#)

313.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Nineyx's solution](#)

314.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Nineyx's solution](#)

315.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Nineyx's solution](#)

316.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Nineyx's solution](#)

317.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Nineyx's solution](#)

318.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Nineyx's solution](#)

319.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Nineyx's solution](#)

320.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math, schedules

[Nineyx's solution](#)

321.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[Nineyx's solution](#)

322.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Nineyx's solution](#)

323.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Nineyx's solution](#)

324.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Nineyx's solution](#)

325.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Nineyx's solution](#)

326.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Nineyx's solution](#)

327.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[Nineyx's solution](#)

328.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Nineyx's solution](#)

329.

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Nineyx's solution](#)

330.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Nineyx's solution](#)

331.

1852B

[Imbalanced Arrays · Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Nineyx's solution](#)

332.

1852A

[Ntarsis' Set · Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[Nineyx's solution](#)

333.

1851F

[Lisa and the Martians · Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Nineyx's solution](#)

334.

1846F

[Rudolph and Mimic · Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Nineyx's solution](#)

335.

1846E2

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

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Nineyx's solution](#)

336.

1848C

[Vika and Price Tags · Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nineyx's solution](#)

337.

1845D

[Rating System · Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Nineyx's solution](#)

338.

1841C

[Ranom Numbers · Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[Nineyx's solution](#)

339.

1833G

[Ksyusha and Chinchilla · Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, dsu, greedy, implementation, trees

[Nineyx's solution](#)

340.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Nineyx's solution](#)

341.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Nineyx's solution](#)

342.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Nineyx's solution](#)

343.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Nineyx's solution](#)

344.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Nineyx's solution](#)

345.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Nineyx's solution](#)

346.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Nineyx's solution](#)

347.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Nineyx's solution](#)

348.

1957D

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

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

[Nineyx's solution](#)

349.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Nineyx's solution](#)

350.

1918D

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

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Nineyx's solution](#)

351.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Nineyx's solution](#)

352.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Nineyx's solution](#)

353.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Nineyx's solution](#)

354.

1926G

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

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Nineyx's solution](#)

355.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Nineyx's solution](#)

356.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Nineyx's solution](#)

357.

1928D

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

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

[Nineyx's solution](#)

358.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Nineyx's solution](#)

359.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Nineyx's solution](#)

360.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Nineyx's solution](#)

361.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Nineyx's solution](#)

362.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Nineyx's solution](#)

363.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Nineyx's solution](#)

364.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Nineyx's solution](#)

365.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Nineyx's solution](#)

366.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Nineyx's solution](#)

367.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-23 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[Nineyx's solution](#)

368.

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Nineyx's solution](#)

369.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[Nineyx's solution](#)

370.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Nineyx's solution](#)

371.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Nineyx's solution](#)

372.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Nineyx's solution](#)

373.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nineyx's solution](#)

374.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1900 · first AC: 2023-07-07 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Nineyx's solution](#)

375.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Nineyx's solution](#)

376.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Nineyx's solution](#)

377.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Nineyx's solution](#)

378.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Nineyx's solution](#)

379.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Nineyx's solution](#)

380.

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

[Nineyx's solution](#)

381.

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Nineyx's solution](#)

382.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Nineyx's solution](#)

383.

1956D

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

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Nineyx's solution](#)

384.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Nineyx's solution](#)

385.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Nineyx's solution](#)

386.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[Nineyx's solution](#)

387.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Nineyx's solution](#)

388.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

dsu, graphs, trees

[Nineyx's solution](#)

389.

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

[Nineyx's solution](#)

390.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Nineyx's solution](#)

391.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Nineyx's solution](#)

392.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Nineyx's solution](#)

393.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Nineyx's solution](#)

394.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Nineyx's solution](#)

395.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Nineyx's solution](#)

396.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Nineyx's solution](#)

397.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Nineyx's solution](#)

398.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[Nineyx's solution](#)

399.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Nineyx's solution](#)

400.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Nineyx's solution](#)

401.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Nineyx's solution](#)

402.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Nineyx's solution](#)

403.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Nineyx's solution](#)

404.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nineyx's solution](#)

405.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Nineyx's solution](#)

406.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Nineyx's solution](#)

407.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Nineyx's solution](#)

408.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Nineyx's solution](#)

409.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Nineyx's solution](#)

410.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nineyx's solution](#)

411.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Nineyx's solution](#)

412.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Nineyx's solution](#)

413.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Nineyx's solution](#)

414.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Nineyx's solution](#)

415.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[Nineyx's solution](#)

416.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Nineyx's solution](#)

417.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Nineyx's solution](#)

418.

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Nineyx's solution](#)

419.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Nineyx's solution](#)

420.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Nineyx's solution](#)

421.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Nineyx's solution](#)

422.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Nineyx's solution](#)

423.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Nineyx's solution](#)

424.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Nineyx's solution](#)

425.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Nineyx's solution](#)

426.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Nineyx's solution](#)

427.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Nineyx's solution](#)

428.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Nineyx's solution](#)

429.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[Nineyx's solution](#)

430.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[Nineyx's solution](#)

431.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Nineyx's solution](#)

432.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-28 · last AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nineyx's solution](#)

433.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nineyx's solution](#)

434.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Nineyx's solution](#)

435.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Nineyx's solution](#)

436.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Nineyx's solution](#)

437.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: flows
[Nineyx's solution](#)

438.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[Nineyx's solution](#)

439.

1968G2

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

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings
[Nineyx's solution](#)

440.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Nineyx's solution](#)

441.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[Nineyx's solution](#)

442.

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-04-06 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[Nineyx's solution](#)

443.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
[Nineyx's solution](#)

444.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[Nineyx's solution](#)

445.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[Nineyx's solution](#)

446.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Nineyx's solution](#)

447.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[Nineyx's solution](#)

448.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Nineyx's solution](#)

449.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Nineyx's solution](#)

450.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · last AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Nineyx's solution](#)

451.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Nineyx's solution](#)

452.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Nineyx's solution](#)

453.

958E2

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Nineyx's solution](#)

454.

1921G

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

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Nineyx's solution](#)

455.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Nineyx's solution](#)

456.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

combinatorics, dp, math

[Nineyx's solution](#)

457.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2200 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Nineyx's solution](#)

458.

1867E2

[Salvg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[Nineyx's solution](#)

459.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nineyx's solution](#)

460.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Nineyx's solution](#)

461.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Nineyx's solution](#)

462.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Nineyx's solution](#)

463.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Nineyx's solution](#)

464.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Nineyx's solution](#)

465.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Nineyx's solution](#)

466.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[Nineyx's solution](#)

467.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[Nineyx's solution](#)

468.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Nineyx's solution](#)

469.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Nineyx's solution](#)

470.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Nineyx's solution](#)

471.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Nineyx's solution](#)

472.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Nineyx's solution](#)

473.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Nineyx's solution](#)

474.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Nineyx's solution](#)

475.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nineyx's solution](#)

476.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nineyx's solution](#)

477.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Nineyx's solution](#)

478.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Nineyx's solution](#)

479.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Nineyx's solution](#)

480.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Nineyx's solution](#)

481.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Nineyx's solution](#)

482.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Nineyx's solution](#)

483.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Nineyx's solution](#)

484.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Nineyx's solution](#)

485.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Nineyx's solution](#)

486.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Nineyx's solution](#)

487.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[Nineyx's solution](#)

488.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Nineyx's solution](#)

489.

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

[Nineyx's solution](#)

490.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Nineyx's solution](#)

491.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Nineyx's solution](#)

492.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Nineyx's solution](#)

493.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Nineyx's solution](#)

494.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Nineyx's solution](#)

495.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Nineyx's solution](#)

496.

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

[Nineyx's solution](#)

497.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Nineyx's solution](#)

498.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Nineyx's solution](#)

499.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Nineyx's solution](#)

500.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Nineyx's solution](#)

501.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Nineyx's solution](#)

502.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Nineyx's solution](#)

503.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-26 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Nineyx's solution](#)

504.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Nineyx's solution](#)

505.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Nineyx's solution](#)

506.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Nineyx's solution](#)

507.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Nineyx's solution](#)

508.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Nineyx's solution](#)

509.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Nineyx's solution](#)

510.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-05-29 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Nineyx's solution](#)

511.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Nineyx's solution](#)

512.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[Nineyx's solution](#)

513.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Nineyx's solution](#)

514.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nineyx's solution](#)

515.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Nineyx's solution](#)

516.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Nineyx's solution](#)

517.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Nineyx's solution](#)

518.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nineyx's solution](#)

519.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[Nineyx's solution](#)

520.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Nineyx's solution](#)

521.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Nineyx's solution](#)

522.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs

[Nineyx's solution](#)

523.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Nineyx's solution](#)

524.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math,

probabilities

[Nineyx's solution](#)

525.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Nineyx's solution](#)

526.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Nineyx's solution](#)

527.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Nineyx's solution](#)

528.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Nineyx's solution](#)

529.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Nineyx's solution](#)

530.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Nineyx's solution](#)

531.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[Nineyx's solution](#)

532.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Nineyx's solution](#)

533.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[Nineyx's solution](#)

534.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

[Nineyx's solution](#)

535.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Nineyx's solution](#)

536.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Nineyx's solution](#)

537.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Nineyx's solution](#)

538.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Nineyx's solution](#)

539.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[Nineyx's solution](#)

540.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Nineyx's solution](#)

541.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Nineyx's solution](#)

542.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Nineyx's solution](#)

543.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Nineyx's solution](#)

544.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nineyx's solution](#)

545.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[Nineyx's solution](#)

546.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Nineyx's solution](#)

547.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Nineyx's solution](#)

548.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Nineyx's solution](#)

549.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Nineyx's solution](#)

550.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Nineyx's solution](#)

551.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Nineyx's solution](#)

552.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Nineyx's solution](#)

553.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Nineyx's solution](#)

554.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Nineyx's solution](#)

555.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Nineyx's solution](#)

556.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Nineyx's solution](#)

557.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Nineyx's solution](#)

558.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Nineyx's solution](#)

559.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Nineyx's solution](#)

560.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Nineyx's solution](#)

561.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Nineyx's solution](#)

562.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nineyx's solution](#)

563.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Nineyx's solution](#)

564.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Nineyx's solution](#)

565.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Nineyx's solution](#)

566.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Nineyx's solution](#)

567.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Nineyx's solution](#)

568.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Nineyx's solution](#)

569.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Nineyx's solution](#)

570.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Nineyx's solution](#)

571.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Nineyx's solution](#)

572.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[Nineyx's solution](#)

573.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Nineyx's solution](#)

574.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
[Nineyx's solution](#)

575.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[Nineyx's solution](#)

576.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[Nineyx's solution](#)

577.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Nineyx's solution](#)

578.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation
[Nineyx's solution](#)

579.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[Nineyx's solution](#)

580.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings
[Nineyx's solution](#)

581.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths
[Nineyx's solution](#)

582.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[Nineyx's solution](#)

583.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Nineyx's solution](#)

584.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Nineyx's solution](#)

585.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Nineyx's solution](#)

586.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Nineyx's solution](#)

587.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-11-15 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nineyx's solution](#)

588.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Nineyx's solution](#)

589.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Nineyx's solution](#)

590.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[Nineyx's solution](#)

591.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Nineyx's solution](#)

592.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nineyx's solution](#)

593.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Nineyx's solution](#)

594.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Nineyx's solution](#)

595.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Nineyx's solution](#)

596.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Nineyx's solution](#)

597.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-26 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Nineyx's solution](#)

598.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Nineyx's solution](#)

599.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Nineyx's solution](#)

600.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Nineyx's solution](#)

601.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Nineyx's solution](#)

602.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[Nineyx's solution](#)

603.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[Nineyx's solution](#)

604.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[Nineyx's solution](#)

605.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[Nineyx's solution](#)

606.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[Nineyx's solution](#)

607.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
[Nineyx's solution](#)

608.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Nineyx's solution](#)

609.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees
[Nineyx's solution](#)

610.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[Nineyx's solution](#)

611.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

dp, math, number theory, probabilities

[Nineyx's solution](#)

612.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[Nineyx's solution](#)

613.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Nineyx's solution](#)

614.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[Nineyx's solution](#)

615.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[Nineyx's solution](#)

616.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[Nineyx's solution](#)

617.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Nineyx's solution](#)

618.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer

[Nineyx's solution](#)

619.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nineyx's solution](#)

620.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices

[Nineyx's solution](#)

621.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Nineyx's solution](#)

622.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Nineyx's solution](#)

623.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Nineyx's solution](#)

624.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nineyx's solution](#)

625.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[Nineyx's solution](#)

626.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Nineyx's solution](#)

627.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Nineyx's solution](#)

628.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Nineyx's solution](#)

629.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Nineyx's solution](#)

630.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Nineyx's solution](#)

631.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Nineyx's solution](#)

632.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[Nineyx's solution](#)

633.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Nineyx's solution](#)

634.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Nineyx's solution](#)

635.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Nineyx's solution](#)

636.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Nineyx's solution](#)

637.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Nineyx's solution](#)

638.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Nineyx's solution](#)

639.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[Nineyx's solution](#)

640.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[Nineyx's solution](#)

641.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Nineyx's solution](#)

642.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Nineyx's solution](#)

643.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[Nineyx's solution](#)

644.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[Nineyx's solution](#)

645.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs

[Nineyx's solution](#)

646.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Nineyx's solution](#)

647.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Nineyx's solution](#)

648.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Nineyx's solution](#)

649.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-24 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Nineyx's solution](#)

650.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Nineyx's solution](#)

651.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Nineyx's solution](#)

652.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Nineyx's solution](#)

653.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · last AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Nineyx's solution](#)

654.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Nineyx's solution](#)

655.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Nineyx's solution](#)

656.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Nineyx's solution](#)

657.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Nineyx's solution](#)

658.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Nineyx's solution](#)

659.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Nineyx's solution](#)

660.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Nineyx's solution](#)

661.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[Nineyx's solution](#)

662.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Nineyx's solution](#)

663.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Nineyx's solution](#)

664.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Nineyx's solution](#)

665.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[Nineyx's solution](#)

666.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Nineyx's solution](#)

667.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Nineyx's solution](#)

668.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Nineyx's solution](#)

669.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Nineyx's solution](#)

670.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Nineyx's solution](#)

671.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Nineyx's solution](#)

672.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Nineyx's solution](#)

673.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Nineyx's solution](#)

674.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, interactive, math, probabilities

[Nineyx's solution](#)

675.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Nineyx's solution](#)

676.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Nineyx's solution](#)

677.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Nineyx's solution](#)

678.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Nineyx's solution](#)

679.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Nineyx's solution](#)

680.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[Nineyx's solution](#)

681.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Nineyx's solution](#)

682.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nineyx's solution](#)

683.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-28 · last AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Nineyx's solution](#)

684.

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math, number theory

[Nineyx's solution](#)

685.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[Nineyx's solution](#)

686.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Nineyx's solution](#)

687.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Nineyx's solution](#)

688.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive
[Nineyx's solution](#)

689.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities
[Nineyx's solution](#)

690.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows
[Nineyx's solution](#)

691.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Nineyx's solution](#)

692.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[Nineyx's solution](#)

693.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[Nineyx's solution](#)

694.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[Nineyx's solution](#)

695.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
[Nineyx's solution](#)

696.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[Nineyx's solution](#)

697.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[Nineyx's solution](#)

698.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[Nineyx's solution](#)

699.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Nineyx's solution](#)

700.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Nineyx's solution](#)

701.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Nineyx's solution](#)

702.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-17 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Nineyx's solution](#)

703.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[Nineyx's solution](#)

704.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Nineyx's solution](#)

705.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[Nineyx's solution](#)

706.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Nineyx's solution](#)

707.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[Nineyx's solution](#)

708.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Nineyx's solution](#)

709.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Nineyx's solution](#)

710.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[Nineyx's solution](#)

711.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Nineyx's solution](#)

712.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[Nineyx's solution](#)

713.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Nineyx's solution](#)

714.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Nineyx's solution](#)

715.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Nineyx's solution](#)

716.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[Nineyx's solution](#)

717.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[Nineyx's solution](#)

718.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Nineyx's solution](#)

719.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Nineyx's solution](#)

720.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Nineyx's solution](#)

721.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Nineyx's solution](#)

722.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Nineyx's solution](#)

723.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[Nineyx's solution](#)

724.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Nineyx's solution](#)

725.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Nineyx's solution](#)

726.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Nineyx's solution](#)

727.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Nineyx's solution](#)

728.

896E

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746.

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748.

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750.

1034D

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751.

1621H

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753.

1098F

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754.

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756.

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