

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

<https://cfelitetracker.vercel.app>

Unique solved — NotDWT

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

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

Filters: none

Count: 1,251

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

2.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,254 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[NotDWT's solution](#)

3.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,086 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[NotDWT's solution](#)

4.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,511 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[NotDWT's solution](#)

5.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,554 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[NotDWT's solution](#)

6.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,754 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[NotDWT's solution](#)

7.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,243 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[NotDWT's solution](#)

8.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,688 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[NotDWT's solution](#)

9.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,490 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[NotDWT's solution](#)

10.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,142 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[NotDWT's solution](#)

11.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[NotDWT's solution](#)

12.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,306 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[NotDWT's solution](#)

13.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,000 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

14.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,920 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[NotDWT's solution](#)

15.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,841 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

16.

2146A

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

Quality: 21,838 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[NotDWT's solution](#)

17.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,122 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[NotDWT's solution](#)

18.

2193A

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

Quality: 42,664 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[NotDWT's solution](#)

19.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,090 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

20.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,394 global accepts · Rating: 800 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, math

[NotDWT's solution](#)

21.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,673 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[NotDWT's solution](#)

22.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[NotDWT's solution](#)

23.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[NotDWT's solution](#)

24.

2170A

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

Quality: 19,940 global accepts · Rating: 800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[NotDWT's solution](#)

25.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[NotDWT's solution](#)

26.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,446 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[NotDWT's solution](#)

27.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,339 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[NotDWT's solution](#)

28.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,080 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[NotDWT's solution](#)

29.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,786 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

30.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[NotDWT's solution](#)

31.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,251 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[NotDWT's solution](#)

32.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[NotDWT's solution](#)

33.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
[NotDWT's solution](#)

34.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,065 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[NotDWT's solution](#)

35.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,831 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
[NotDWT's solution](#)

36.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,479 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[NotDWT's solution](#)

37.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[NotDWT's solution](#)

38.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,170 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
[NotDWT's solution](#)

39.

2162A

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

Quality: 41,596 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[NotDWT's solution](#)

40.

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[NotDWT's solution](#)

- 41.**
2153A
[Circle of Apple Trees](#) · [Tutorial](#)
Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[NotDWT's solution](#)
- 42.**
2145A
[Candies for Nephews](#) · [Tutorial](#)
Quality: 30,765 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[NotDWT's solution](#)
- 43.**
2155A
[El fucho](#) · [Tutorial](#)
Quality: 25,170 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[NotDWT's solution](#)
- 44.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,311 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[NotDWT's solution](#)
- 45.**
2149B
[Unconventional Pairs](#) · [Tutorial](#)
Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[NotDWT's solution](#)
- 46.**
2149A
[Be Positive](#) · [Tutorial](#)
Quality: 40,928 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[NotDWT's solution](#)
- 47.**
2144A
[Cut the Array](#) · [Tutorial](#)
Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[NotDWT's solution](#)
- 48.**
2148B
[Lasers](#) · [Tutorial](#)
Quality: 33,051 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[NotDWT's solution](#)
- 49.**
2148A
[Sublime Sequence](#) · [Tutorial](#)
Quality: 47,434 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math
[NotDWT's solution](#)
- 50.**
2137A
[Collatz Conjecture](#) · [Tutorial](#)
Quality: 35,315 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[NotDWT's solution](#)
- 51.**
2133B
[Villagers](#) · [Tutorial](#)
Quality: 25,545 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[NotDWT's solution](#)

52.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[NotDWT's solution](#)

53.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,349 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[NotDWT's solution](#)

54.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,958 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[NotDWT's solution](#)

55.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,868 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

56.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[NotDWT's solution](#)

57.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,490 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[NotDWT's solution](#)

58.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[NotDWT's solution](#)

59.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

60.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,701 global accepts · Rating: 800 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: dp, greedy

[NotDWT's solution](#)

61.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,094 global accepts · Rating: 800 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[NotDWT's solution](#)

62.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,922 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[NotDWT's solution](#)

63.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,695 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

64.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,510 global accepts · Rating: 800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

65.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,269 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[NotDWT's solution](#)

66.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,171 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[NotDWT's solution](#)

67.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

68.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[NotDWT's solution](#)

69.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[NotDWT's solution](#)

70.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[NotDWT's solution](#)

71.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2025-05-17 · Java 21 (first AC) · Tags: math

[NotDWT's solution](#)

72.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

73.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[NotDWT's solution](#)

74.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[NotDWT's solution](#)

75.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[NotDWT's solution](#)

76.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

77.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,544 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

78.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

79.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,757 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[NotDWT's solution](#)

80.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,321 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[NotDWT's solution](#)

81.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[NotDWT's solution](#)

82.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[NotDWT's solution](#)

83.

2064A

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

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[NotDWT's solution](#)

84.

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[NotDWT's solution](#)

85.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[NotDWT's solution](#)

86.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[NotDWT's solution](#)

87.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[NotDWT's solution](#)

88.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[NotDWT's solution](#)

89.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[NotDWT's solution](#)

90.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[NotDWT's solution](#)

91.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[NotDWT's solution](#)

92.

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[NotDWT's solution](#)

93.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[NotDWT's solution](#)

- 94.**
2013A
[Zhan's Blender](#) · [Tutorial](#)
Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[NotDWT's solution](#)
- 95.**
1928A
[Rectangle Cutting](#) · [Tutorial](#)
Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[NotDWT's solution](#)
- 96.**
2010B
[Three Brothers](#) · [Tutorial](#)
Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[NotDWT's solution](#)
- 97.**
2010A
[Alternating Sum of Numbers](#) · [Tutorial](#)
Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[NotDWT's solution](#)
- 98.**
2003B
[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)
Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[NotDWT's solution](#)
- 99.**
2003A
[Turtle and Good Strings](#) · [Tutorial](#)
Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[NotDWT's solution](#)
- 100.**
2001B
[Generate Permutation](#) · [Tutorial](#)
Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[NotDWT's solution](#)
- 101.**
2001A
[Make All Equal](#) · [Tutorial](#)
Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[NotDWT's solution](#)
- 102.**
2004A
[Closest Point](#) · [Tutorial](#)
Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[NotDWT's solution](#)
- 103.**
2000B
[Seating in a Bus](#) · [Tutorial](#)
Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[NotDWT's solution](#)
- 104.**
2000A
[Primary Task](#) · [Tutorial](#)
Quality: 44,109 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[NotDWT's solution](#)

105.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,324 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

106.

2002A

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

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

[NotDWT's solution](#)

107.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[NotDWT's solution](#)

108.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,646 global accepts · Rating: 800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

109.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,946 global accepts · Rating: 800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[NotDWT's solution](#)

110.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,171 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

111.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[NotDWT's solution](#)

112.

1991A

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

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

[NotDWT's solution](#)

113.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,913 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

114.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,385 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[NotDWT's solution](#)

115.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[NotDWT's solution](#)

116.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[NotDWT's solution](#)

117.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,959 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[NotDWT's solution](#)

118.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,255 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[NotDWT's solution](#)

119.

1983A

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

Quality: 28,116 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[NotDWT's solution](#)

120.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

121.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[NotDWT's solution](#)

122.

1982A

[Soccer](#) · [Tutorial](#)

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

[NotDWT's solution](#)

123.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[NotDWT's solution](#)

124.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[NotDWT's solution](#)

125.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[NotDWT's solution](#)

126.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[NotDWT's solution](#)

127.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[NotDWT's solution](#)

128.

1985B

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

Quality: 56,772 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[NotDWT's solution](#)

129.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[NotDWT's solution](#)

130.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[NotDWT's solution](#)

131.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[NotDWT's solution](#)

132.

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

[NotDWT's solution](#)

133.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[NotDWT's solution](#)

134.

1980A

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

Quality: 47,600 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[NotDWT's solution](#)

135.

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

[NotDWT's solution](#)

136.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[NotDWT's solution](#)

137.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,202 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[NotDWT's solution](#)

138.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[NotDWT's solution](#)

139.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[NotDWT's solution](#)

140.

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[NotDWT's solution](#)

141.

1974B

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

Quality: 34,489 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[NotDWT's solution](#)

142.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,922 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

143.

1971A

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

Quality: 59,501 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[NotDWT's solution](#)

144.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,716 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[NotDWT's solution](#)

145.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,851 global accepts · Rating: 800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[NotDWT's solution](#)

146.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,440 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[NotDWT's solution](#)

147.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,456 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[NotDWT's solution](#)

148.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[NotDWT's solution](#)

149.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[NotDWT's solution](#)

150.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[NotDWT's solution](#)

151.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[NotDWT's solution](#)

152.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[NotDWT's solution](#)

153.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[NotDWT's solution](#)

154.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[NotDWT's solution](#)

155.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[NotDWT's solution](#)

156.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,733 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[NotDWT's solution](#)

157.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[NotDWT's solution](#)

158.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,906 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[NotDWT's solution](#)

159.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[NotDWT's solution](#)

160.

1950A

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

Quality: 69,455 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[NotDWT's solution](#)

161.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[NotDWT's solution](#)

162.

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[NotDWT's solution](#)

163.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[NotDWT's solution](#)

164.

1941A

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

Quality: 47,699 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[NotDWT's solution](#)

165.

1935A

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

Quality: 30,326 global accepts · Rating: 800 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings
[NotDWT's solution](#)

166.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[NotDWT's solution](#)

167.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[NotDWT's solution](#)

168.

1933B

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

Quality: 36,273 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[NotDWT's solution](#)

169.

1933A

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

Quality: 42,109 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[NotDWT's solution](#)

170.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,453 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[NotDWT's solution](#)

171.

1926A

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

Quality: 62,204 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[NotDWT's solution](#)

172.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[NotDWT's solution](#)

173.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,368 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[NotDWT's solution](#)

174.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[NotDWT's solution](#)

175.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[NotDWT's solution](#)

176.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,643 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[NotDWT's solution](#)

177.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,438 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[NotDWT's solution](#)

178.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[NotDWT's solution](#)

179.

104921F

[Morning](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-01-24 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

180.

104921E

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

Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

181.

104921D

[Gift Carpet](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

182.

104921C

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

Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

183.

104921B

[Good Kid](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

184.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,576 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

185.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,594 global accepts · Rating: 800 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[NotDWT's solution](#)

186.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[NotDWT's solution](#)

187.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[NotDWT's solution](#)

188.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[NotDWT's solution](#)

189.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[NotDWT's solution](#)

190.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,186 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
[NotDWT's solution](#)

191.

1915B

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

Quality: 50,358 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
[NotDWT's solution](#)

192.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,806 global accepts · Rating: 800 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation
[NotDWT's solution](#)

193.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[NotDWT's solution](#)

194.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[NotDWT's solution](#)

195.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[NotDWT's solution](#)

196.

1914A

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

Quality: 35,156 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[NotDWT's solution](#)

197.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[NotDWT's solution](#)

198.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[NotDWT's solution](#)

199.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,658 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[NotDWT's solution](#)

200.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,761 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[NotDWT's solution](#)

201.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[NotDWT's solution](#)

202.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,113 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[NotDWT's solution](#)

203.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,560 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[NotDWT's solution](#)

204.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[NotDWT's solution](#)

205.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[NotDWT's solution](#)

206.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,103 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

207.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,058 global accepts · Rating: 900 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

208.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[NotDWT's solution](#)

209.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,344 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

210.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,474 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[NotDWT's solution](#)

211.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,553 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

212.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[NotDWT's solution](#)

213.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[NotDWT's solution](#)

214.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-05-17 · Java 21 (first AC) · Tags: greedy, math

[NotDWT's solution](#)

215.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[NotDWT's solution](#)

216.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

217.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[NotDWT's solution](#)

218.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[NotDWT's solution](#)

219.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[NotDWT's solution](#)

220.

2013B

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

Quality: 28,250 global accepts · Rating: 900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[NotDWT's solution](#)

221.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[NotDWT's solution](#)

222.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[NotDWT's solution](#)

223.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[NotDWT's solution](#)

224.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[NotDWT's solution](#)

225.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[NotDWT's solution](#)

226.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[NotDWT's solution](#)

227.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[NotDWT's solution](#)

228.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,539 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[NotDWT's solution](#)

229.

1971C

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

Quality: 41,579 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[NotDWT's solution](#)

230.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games
[NotDWT's solution](#)

231.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[NotDWT's solution](#)

232.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[NotDWT's solution](#)

233.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[NotDWT's solution](#)

234.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[NotDWT's solution](#)

235.

1927B

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

Quality: 38,137 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[NotDWT's solution](#)

236.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,604 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

237.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[NotDWT's solution](#)

238.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,390 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[NotDWT's solution](#)

239.

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[NotDWT's solution](#)

240.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[NotDWT's solution](#)

241.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

242.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,409 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[NotDWT's solution](#)

243.

2203B

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

Quality: 14,306 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[NotDWT's solution](#)

244.

2192B

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

Quality: 14,554 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[NotDWT's solution](#)

245.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,916 global accepts · Rating: 1000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[NotDWT's solution](#)

246.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,426 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[NotDWT's solution](#)

247.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,723 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[NotDWT's solution](#)

248.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,907 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[NotDWT's solution](#)

249.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[NotDWT's solution](#)

250.

2167D

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

Quality: 30,210 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[NotDWT's solution](#)

251.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[NotDWT's solution](#)

252.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

253.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,913 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[NotDWT's solution](#)

254.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,553 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

255.

2144B

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

Quality: 18,473 global accepts · Rating: 1000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

256.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,752 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[NotDWT's solution](#)

257.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,738 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

258.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,887 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[NotDWT's solution](#)

259.

2093C

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

Quality: 30,847 global accepts · Rating: 1000 · first AC: 2025-05-17 · Java 21 (first AC) · Tags: math, number theory

[NotDWT's solution](#)

260.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[NotDWT's solution](#)

261.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[NotDWT's solution](#)

262.

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[NotDWT's solution](#)

263.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[NotDWT's solution](#)

264.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[NotDWT's solution](#)

265.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[NotDWT's solution](#)

266.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[NotDWT's solution](#)

267.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,749 global accepts · Rating: 1000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[NotDWT's solution](#)

268.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[NotDWT's solution](#)

269.

1986B

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

Quality: 30,133 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[NotDWT's solution](#)

270.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,111 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[NotDWT's solution](#)

271.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,434 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[NotDWT's solution](#)

272.

1975B

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

Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[NotDWT's solution](#)

273.

1968C

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

Quality: 29,264 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[NotDWT's solution](#)

274.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[NotDWT's solution](#)

275.

1955B

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

Quality: 32,265 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[NotDWT's solution](#)

276.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,755 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[NotDWT's solution](#)

277.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[NotDWT's solution](#)

278.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,889 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[NotDWT's solution](#)

279.

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[NotDWT's solution](#)

280.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,913 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[NotDWT's solution](#)

281.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,254 global accepts · Rating: 1000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: math
[NotDWT's solution](#)

282.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,267 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings
[NotDWT's solution](#)

283.

1907B

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

Quality: 30,384 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
[NotDWT's solution](#)

284.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,642 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[NotDWT's solution](#)

285.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[NotDWT's solution](#)

286.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

287.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,577 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[NotDWT's solution](#)

288.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,861 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[NotDWT's solution](#)

289.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,111 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

290.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

291.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,133 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[NotDWT's solution](#)

292.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[NotDWT's solution](#)

293.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[NotDWT's solution](#)

294.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,330 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[NotDWT's solution](#)

295.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,990 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[NotDWT's solution](#)

296.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[NotDWT's solution](#)

297.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,625 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[NotDWT's solution](#)

298.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[NotDWT's solution](#)

299.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[NotDWT's solution](#)

300.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

301.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,285 global accepts · Rating: 1100 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[NotDWT's solution](#)

302.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,120 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[NotDWT's solution](#)

303.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,440 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[NotDWT's solution](#)

304.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[NotDWT's solution](#)

305.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[NotDWT's solution](#)

306.

2103B

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

Quality: 17,707 global accepts · Rating: 1100 · first AC: 2025-05-13 · PyPy 3-64 (first AC) · Tags: greedy, math

[NotDWT's solution](#)

307.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[NotDWT's solution](#)

308.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,388 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[NotDWT's solution](#)

309.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[NotDWT's solution](#)

310.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[NotDWT's solution](#)

311.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[NotDWT's solution](#)

312.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[NotDWT's solution](#)

313.

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[NotDWT's solution](#)

314.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NotDWT's solution](#)

315.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[NotDWT's solution](#)

316.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,951 global accepts · Rating: 1100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

317.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,676 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[NotDWT's solution](#)

318.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

319.

1997B

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

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

[NotDWT's solution](#)

320.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[NotDWT's solution](#)

321.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[NotDWT's solution](#)

322.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[NotDWT's solution](#)

323.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[NotDWT's solution](#)

324.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,022 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[NotDWT's solution](#)

325.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings
[NotDWT's solution](#)

326.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[NotDWT's solution](#)

327.

1976B

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

Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[NotDWT's solution](#)

328.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[NotDWT's solution](#)

329.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[NotDWT's solution](#)

330.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[NotDWT's solution](#)

331.

1957B

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

Quality: 20,418 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[NotDWT's solution](#)

332.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[NotDWT's solution](#)

333.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory
[NotDWT's solution](#)

334.

1946B

[Maximum Sum](#) · [Tutorial](#)

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

[NotDWT's solution](#)

335.

1944B

[Equal XOR](#) · [Tutorial](#)

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

[NotDWT's solution](#)

336.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[NotDWT's solution](#)

337.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[NotDWT's solution](#)

338.

1921D

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

Quality: 24,278 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[NotDWT's solution](#)

339.

1917B

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

Quality: 36,360 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[NotDWT's solution](#)

340.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,540 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

341.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[NotDWT's solution](#)

342.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,924 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[NotDWT's solution](#)

343.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[NotDWT's solution](#)

344.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,821 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[NotDWT's solution](#)

345.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[NotDWT's solution](#)

346.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,951 global accepts · Rating: 1200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[NotDWT's solution](#)

347.

2170B

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[NotDWT's solution](#)

348.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[NotDWT's solution](#)

349.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[NotDWT's solution](#)

350.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[NotDWT's solution](#)

351.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[NotDWT's solution](#)

352.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,355 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[NotDWT's solution](#)

353.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,071 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
[NotDWT's solution](#)

354.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[NotDWT's solution](#)

355.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[NotDWT's solution](#)

356.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1200 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings
[NotDWT's solution](#)

357.

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[NotDWT's solution](#)

358.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory
[NotDWT's solution](#)

359.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[NotDWT's solution](#)

360.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[NotDWT's solution](#)

361.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,101 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[NotDWT's solution](#)

362.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices
[NotDWT's solution](#)

363.

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[NotDWT's solution](#)

364.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[NotDWT's solution](#)

365.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[NotDWT's solution](#)

366.

2020B

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

Quality: 21,668 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[NotDWT's solution](#)

367.

2019B

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

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[NotDWT's solution](#)

368.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[NotDWT's solution](#)

369.

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[NotDWT's solution](#)

370.

2003C

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

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[NotDWT's solution](#)

371.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[NotDWT's solution](#)

372.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[NotDWT's solution](#)

373.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[NotDWT's solution](#)

374.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,869 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

375.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[NotDWT's solution](#)

376.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NotDWT's solution](#)

377.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[NotDWT's solution](#)

378.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[NotDWT's solution](#)

379.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[NotDWT's solution](#)

380.

1982B

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

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[NotDWT's solution](#)

381.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[NotDWT's solution](#)

382.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[NotDWT's solution](#)

383.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,187 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[NotDWT's solution](#)

384.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[NotDWT's solution](#)

385.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[NotDWT's solution](#)

386.

1954C

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

Quality: 22,745 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[NotDWT's solution](#)

387.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,514 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[NotDWT's solution](#)

388.

1945C

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

Quality: 17,396 global accepts · Rating: 1200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[NotDWT's solution](#)

389.

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[NotDWT's solution](#)

390.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[NotDWT's solution](#)

391.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[NotDWT's solution](#)

392.

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[NotDWT's solution](#)

393.

1926C

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

Quality: 32,748 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[NotDWT's solution](#)

394.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[NotDWT's solution](#)

395.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[NotDWT's solution](#)

396.

1909B

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

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[NotDWT's solution](#)

397.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,102 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[NotDWT's solution](#)

398.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,836 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[NotDWT's solution](#)

399.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[NotDWT's solution](#)

400.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,117 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[NotDWT's solution](#)

401.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,104 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[NotDWT's solution](#)

402.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,793 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[NotDWT's solution](#)

403.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[NotDWT's solution](#)

404.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,901 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[NotDWT's solution](#)

405.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[NotDWT's solution](#)

406.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,207 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[NotDWT's solution](#)

407.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[NotDWT's solution](#)

408.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,723 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[NotDWT's solution](#)

409.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[NotDWT's solution](#)

410.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,404 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[NotDWT's solution](#)

411.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,857 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[NotDWT's solution](#)

412.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[NotDWT's solution](#)

413.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NotDWT's solution](#)

414.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[NotDWT's solution](#)

415.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,652 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[NotDWT's solution](#)

416.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,736 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[NotDWT's solution](#)

417.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[NotDWT's solution](#)

418.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[NotDWT's solution](#)

419.

2086C

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

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[NotDWT's solution](#)

420.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

421.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[NotDWT's solution](#)

422.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[NotDWT's solution](#)

423.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[NotDWT's solution](#)

424.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[NotDWT's solution](#)

425.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[NotDWT's solution](#)

426.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[NotDWT's solution](#)

427.

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[NotDWT's solution](#)

428.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[NotDWT's solution](#)

429.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[NotDWT's solution](#)

430.

1980C

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

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[NotDWT's solution](#)

431.

1981B

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

Quality: 16,439 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[NotDWT's solution](#)

432.

1973B

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

Quality: 16,829 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[NotDWT's solution](#)

433.

1922C

[Closest Cities](#) · [Tutorial](#)

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

434.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[NotDWT's solution](#)

435.

1955C

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

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[NotDWT's solution](#)

436.

1942C1

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

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

437.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[NotDWT's solution](#)

438.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[NotDWT's solution](#)

439.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[NotDWT's solution](#)

440.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[NotDWT's solution](#)

441.

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[NotDWT's solution](#)

442.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,634 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[NotDWT's solution](#)

443.

1927D

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

Quality: 33,183 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
[NotDWT's solution](#)

444.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,532 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[NotDWT's solution](#)

445.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force,

greedy

[NotDWT's solution](#)

446.

1902C

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

Quality: 16,978 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[NotDWT's solution](#)

447.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[NotDWT's solution](#)

448.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[NotDWT's solution](#)

449.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[NotDWT's solution](#)

450.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1400 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[NotDWT's solution](#)

451.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[NotDWT's solution](#)

452.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[NotDWT's solution](#)

453.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,846 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[NotDWT's solution](#)

454.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[NotDWT's solution](#)

455.

2156C

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

Quality: 12,287 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[NotDWT's solution](#)

456.

2154C1

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

Quality: 13,546 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[NotDWT's solution](#)

457.

2162D

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

Quality: 12,367 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[NotDWT's solution](#)

458.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,226 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[NotDWT's solution](#)

459.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,795 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[NotDWT's solution](#)

460.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,338 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[NotDWT's solution](#)

461.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[NotDWT's solution](#)

462.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[NotDWT's solution](#)

463.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[NotDWT's solution](#)

464.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,021 global accepts · Rating: 1400 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: math, number theory

[NotDWT's solution](#)

465.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[NotDWT's solution](#)

466.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[NotDWT's solution](#)

467.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,832 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

468.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1400 · first AC: 2025-05-17 · Java 21 (first AC) · Tags: bitmasks, implementation

[NotDWT's solution](#)

469.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[NotDWT's solution](#)

470.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[NotDWT's solution](#)

471.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[NotDWT's solution](#)

472.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[NotDWT's solution](#)

473.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[NotDWT's solution](#)

474.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[NotDWT's solution](#)

475.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, math

[NotDWT's solution](#)

476.

2020C

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

Quality: 18,299 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[NotDWT's solution](#)

477.

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[NotDWT's solution](#)

478.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[NotDWT's solution](#)

479.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[NotDWT's solution](#)

480.

1901C

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

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[NotDWT's solution](#)

481.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[NotDWT's solution](#)

482.

1983C

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

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

[NotDWT's solution](#)

483.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

484.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[NotDWT's solution](#)

485.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[NotDWT's solution](#)

486.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[NotDWT's solution](#)

487.

1974D

[Ingenuity-2](#) · [Tutorial](#)

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

[NotDWT's solution](#)

488.

1974C

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

Quality: 19,041 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[NotDWT's solution](#)

489.

1972C

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

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

[NotDWT's solution](#)

490.

1972D1

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

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

[NotDWT's solution](#)

491.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[NotDWT's solution](#)

492.

1955D

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

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[NotDWT's solution](#)

493.

1931E

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

Quality: 25,737 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[NotDWT's solution](#)

494.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[NotDWT's solution](#)

495.

1927E

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

Quality: 17,057 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two

pointers

[NotDWT's solution](#)

496.

1919C

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

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[NotDWT's solution](#)

497.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,551 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[NotDWT's solution](#)

498.

1907D

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

Quality: 23,575 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[NotDWT's solution](#)

499.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[NotDWT's solution](#)

500.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,072 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[NotDWT's solution](#)

501.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[NotDWT's solution](#)

502.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,039 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[NotDWT's solution](#)

503.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[NotDWT's solution](#)

504.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[NotDWT's solution](#)

505.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[NotDWT's solution](#)

506.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[NotDWT's solution](#)

507.

2169D1

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

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[NotDWT's solution](#)

508.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[NotDWT's solution](#)

509.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,256 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[NotDWT's solution](#)

510.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[NotDWT's solution](#)

511.

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[NotDWT's solution](#)

512.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[NotDWT's solution](#)

513.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[NotDWT's solution](#)

514.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-05-17 · Java 21 (first AC) · Tags: binary search, brute force, greedy

[NotDWT's solution](#)

515.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[NotDWT's solution](#)

516.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[NotDWT's solution](#)

517.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[NotDWT's solution](#)

518.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[NotDWT's solution](#)

519.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[NotDWT's solution](#)

520.

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[NotDWT's solution](#)

521.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[NotDWT's solution](#)

522.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

523.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[NotDWT's solution](#)

524.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[NotDWT's solution](#)

525.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[NotDWT's solution](#)

526.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[NotDWT's solution](#)

527.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[NotDWT's solution](#)

528.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,571 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[NotDWT's solution](#)

529.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[NotDWT's solution](#)

530.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[NotDWT's solution](#)

531.

1950E

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

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[NotDWT's solution](#)

532.

1933E

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

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[NotDWT's solution](#)

533.

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[NotDWT's solution](#)

534.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[NotDWT's solution](#)

535.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[NotDWT's solution](#)

536.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[NotDWT's solution](#)

537.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[NotDWT's solution](#)

538.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[NotDWT's solution](#)

539.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[NotDWT's solution](#)

540.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,465 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[NotDWT's solution](#)

541.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[NotDWT's solution](#)

542.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[NotDWT's solution](#)

543.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[NotDWT's solution](#)

544.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[NotDWT's solution](#)

545.

2167G

[Mukhammadali and the Smooth Array](#) · Tutorial

Quality: 11,020 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[NotDWT's solution](#)

546.

2167F

[Tree, TREE!!!](#) · Tutorial

Quality: 7,135 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees
[NotDWT's solution](#)

547.

2162E

[Beautiful Palindromes](#) · Tutorial

Quality: 9,338 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules
[NotDWT's solution](#)

548.

2132D

[From 1 to Infinity](#) · Tutorial

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math
[NotDWT's solution](#)

549.

2129B

[Stay or Mirror](#) · Tutorial

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[NotDWT's solution](#)

550.

2128D

[Sum of LDS](#) · Tutorial

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[NotDWT's solution](#)

551.

2125D

[Segments Covering](#) · Tutorial

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[NotDWT's solution](#)

552.

2117E

[Lost Soul](#) · Tutorial

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[NotDWT's solution](#)

553.

2103C

[Median Splits](#) · Tutorial

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings
[NotDWT's solution](#)

554.

2085C

[Serval and The Formula](#) · Tutorial

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[NotDWT's solution](#)

555.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[NotDWT's solution](#)

556.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[NotDWT's solution](#)

557.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[NotDWT's solution](#)

558.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[NotDWT's solution](#)

559.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[NotDWT's solution](#)

560.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[NotDWT's solution](#)

561.

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[NotDWT's solution](#)

562.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[NotDWT's solution](#)

563.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[NotDWT's solution](#)

564.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[NotDWT's solution](#)

565.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[NotDWT's solution](#)

566.

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings
[NotDWT's solution](#)

567.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[NotDWT's solution](#)

568.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
[NotDWT's solution](#)

569.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[NotDWT's solution](#)

570.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[NotDWT's solution](#)

571.

1957C

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

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[NotDWT's solution](#)

572.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[NotDWT's solution](#)

573.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[NotDWT's solution](#)

574.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,416 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
[NotDWT's solution](#)

575.

1917C

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

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[NotDWT's solution](#)

576.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,799 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[NotDWT's solution](#)

577.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[NotDWT's solution](#)

578.

2203D

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

Quality: 5,436 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[NotDWT's solution](#)

579.

2201B

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

Quality: 4,958 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[NotDWT's solution](#)

580.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,090 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[NotDWT's solution](#)

581.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NotDWT's solution](#)

582.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NotDWT's solution](#)

583.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[NotDWT's solution](#)

584.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[NotDWT's solution](#)

585.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[NotDWT's solution](#)

586.

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
[NotDWT's solution](#)

587.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[NotDWT's solution](#)

588.

2123F

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

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[NotDWT's solution](#)

589.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,443 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[NotDWT's solution](#)

590.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[NotDWT's solution](#)

591.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[NotDWT's solution](#)

592.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings
[NotDWT's solution](#)

593.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[NotDWT's solution](#)

594.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

number theory

[NotDWT's solution](#)

595.

2071C

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

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[NotDWT's solution](#)

596.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[NotDWT's solution](#)

597.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,600 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[NotDWT's solution](#)

598.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[NotDWT's solution](#)

599.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[NotDWT's solution](#)

600.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[NotDWT's solution](#)

601.

1999G2

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

Quality: 11,030 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[NotDWT's solution](#)

602.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[NotDWT's solution](#)

603.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[NotDWT's solution](#)

604.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[NotDWT's solution](#)

605.

1982D

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

Quality: 9,770 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[NotDWT's solution](#)

606.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[NotDWT's solution](#)

607.

1985H1

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

Quality: 7,262 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[NotDWT's solution](#)

608.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[NotDWT's solution](#)

609.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,499 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[NotDWT's solution](#)

610.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[NotDWT's solution](#)

611.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,490 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[NotDWT's solution](#)

612.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[NotDWT's solution](#)

613.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[NotDWT's solution](#)

614.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[NotDWT's solution](#)

615.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[NotDWT's solution](#)

616.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[NotDWT's solution](#)

617.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[NotDWT's solution](#)

618.

1937C

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

Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[NotDWT's solution](#)

619.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[NotDWT's solution](#)

620.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[NotDWT's solution](#)

621.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[NotDWT's solution](#)

622.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[NotDWT's solution](#)

623.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[NotDWT's solution](#)

624.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[NotDWT's solution](#)

625.

2208D1

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

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[NotDWT's solution](#)

626.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[NotDWT's solution](#)

627.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[NotDWT's solution](#)

628.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[NotDWT's solution](#)

629.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,763 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[NotDWT's solution](#)

630.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[NotDWT's solution](#)

631.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[NotDWT's solution](#)

632.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[NotDWT's solution](#)

633.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[NotDWT's solution](#)

634.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[NotDWT's solution](#)

635.

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[NotDWT's solution](#)

636.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[NotDWT's solution](#)

637.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[NotDWT's solution](#)

638.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[NotDWT's solution](#)

639.

2093F

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

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-05-17 · Java 21 (first AC) · Tags: bitmasks, brute force, greedy

[NotDWT's solution](#)

640.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[NotDWT's solution](#)

641.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[NotDWT's solution](#)

642.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, sortings

[NotDWT's solution](#)

643.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[NotDWT's solution](#)

644.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[NotDWT's solution](#)

645.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[NotDWT's solution](#)

646.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[NotDWT's solution](#)

647.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[NotDWT's solution](#)

648.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[NotDWT's solution](#)

649.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[NotDWT's solution](#)

650.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[NotDWT's solution](#)

651.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[NotDWT's solution](#)

652.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[NotDWT's solution](#)

653.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[NotDWT's solution](#)

654.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[NotDWT's solution](#)

655.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[NotDWT's solution](#)

656.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[NotDWT's solution](#)

657.

1974E

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

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

[NotDWT's solution](#)

658.

1968F

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

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

[NotDWT's solution](#)

659.

1966D

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

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[NotDWT's solution](#)

660.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[NotDWT's solution](#)

661.

1941F

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

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[NotDWT's solution](#)

662.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[NotDWT's solution](#)

663.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[NotDWT's solution](#)

664.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings

[NotDWT's solution](#)

665.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[NotDWT's solution](#)

666.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[NotDWT's solution](#)

667.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,892 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[NotDWT's solution](#)

668.

2184G

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

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[NotDWT's solution](#)

669.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,897 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[NotDWT's solution](#)

670.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[NotDWT's solution](#)

671.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[NotDWT's solution](#)

672.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[NotDWT's solution](#)

673.

2156D

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

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[NotDWT's solution](#)

674.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[NotDWT's solution](#)

675.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[NotDWT's solution](#)

676.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[NotDWT's solution](#)

677.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[NotDWT's solution](#)

678.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[NotDWT's solution](#)

679.

2128E1

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

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[NotDWT's solution](#)

680.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[NotDWT's solution](#)

681.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[NotDWT's solution](#)

682.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs,

greedy, shortest paths

[NotDWT's solution](#)

683.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-05-17 · Java 21 (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[NotDWT's solution](#)

684.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[NotDWT's solution](#)

685.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[NotDWT's solution](#)

686.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[NotDWT's solution](#)

687.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[NotDWT's solution](#)

688.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[NotDWT's solution](#)

689.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[NotDWT's solution](#)

690.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,383 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[NotDWT's solution](#)

691.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[NotDWT's solution](#)

692.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[NotDWT's solution](#)

693.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[NotDWT's solution](#)

694.

2002D1

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

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

[NotDWT's solution](#)

695.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[NotDWT's solution](#)

696.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[NotDWT's solution](#)

697.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[NotDWT's solution](#)

698.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[NotDWT's solution](#)

699.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 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

[NotDWT's solution](#)

700.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[NotDWT's solution](#)

701.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[NotDWT's solution](#)

702.

1986F

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

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[NotDWT's solution](#)

703.

1980F1

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

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[NotDWT's solution](#)

704.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[NotDWT's solution](#)

705.

1974F

[Cutting Game](#) · [Tutorial](#)

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

[NotDWT's solution](#)

706.

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

[NotDWT's solution](#)

707.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[NotDWT's solution](#)

708.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[NotDWT's solution](#)

709.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[NotDWT's solution](#)

710.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[NotDWT's solution](#)

711.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[NotDWT's solution](#)

712.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[NotDWT's solution](#)

713.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[NotDWT's solution](#)

714.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[NotDWT's solution](#)

715.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[NotDWT's solution](#)

716.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[NotDWT's solution](#)

717.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[NotDWT's solution](#)

718.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[NotDWT's solution](#)

719.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[NotDWT's solution](#)

720.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[NotDWT's solution](#)

721.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

dfs and similar, graphs, implementation, trees

[NotDWT's solution](#)

722.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[NotDWT's solution](#)

723.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[NotDWT's solution](#)

724.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[NotDWT's solution](#)

725.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[NotDWT's solution](#)

726.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[NotDWT's solution](#)

727.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[NotDWT's solution](#)

728.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[NotDWT's solution](#)

729.

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

[NotDWT's solution](#)

730.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[NotDWT's solution](#)

731.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[NotDWT's solution](#)

732.

1978E

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

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[NotDWT's solution](#)

733.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[NotDWT's solution](#)

734.

1976D

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

Quality: 5,799 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[NotDWT's solution](#)

735.

1974G

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

Quality: 5,895 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[NotDWT's solution](#)

736.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[NotDWT's solution](#)

737.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[NotDWT's solution](#)

738.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[NotDWT's solution](#)

739.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[NotDWT's solution](#)

740.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

741.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[NotDWT's solution](#)

742.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[NotDWT's solution](#)

743.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[NotDWT's solution](#)

744.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[NotDWT's solution](#)

745.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[NotDWT's solution](#)

746.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[NotDWT's solution](#)

747.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[NotDWT's solution](#)

748.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

749.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[NotDWT's solution](#)

750.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[NotDWT's solution](#)

751.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[NotDWT's solution](#)

752.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[NotDWT's solution](#)

753.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[NotDWT's solution](#)

754.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[NotDWT's solution](#)

755.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[NotDWT's solution](#)

756.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[NotDWT's solution](#)

757.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[NotDWT's solution](#)

758.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[NotDWT's solution](#)

759.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[NotDWT's solution](#)

760.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy,

implementation

[NotDWT's solution](#)

761.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[NotDWT's solution](#)

762.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[NotDWT's solution](#)

763.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[NotDWT's solution](#)

764.

1040D

[Subway Pursuit](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[NotDWT's solution](#)

765.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[NotDWT's solution](#)

766.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[NotDWT's solution](#)

767.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[NotDWT's solution](#)

768.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[NotDWT's solution](#)

769.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[NotDWT's solution](#)

770.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[NotDWT's solution](#)

771.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[NotDWT's solution](#)

772.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[NotDWT's solution](#)

773.

2156F1

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

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[NotDWT's solution](#)

774.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[NotDWT's solution](#)

775.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[NotDWT's solution](#)

776.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[NotDWT's solution](#)

777.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[NotDWT's solution](#)

778.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[NotDWT's solution](#)

779.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[NotDWT's solution](#)

780.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[NotDWT's solution](#)

781.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[NotDWT's solution](#)

782.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[NotDWT's solution](#)

783.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[NotDWT's solution](#)

784.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[NotDWT's solution](#)

785.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[NotDWT's solution](#)

786.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[NotDWT's solution](#)

787.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[NotDWT's solution](#)

788.

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[NotDWT's solution](#)

789.

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, dp, hashing, math, string suffix structures, strings

[NotDWT's solution](#)

790.

1972D2

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

Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[NotDWT's solution](#)

791.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[NotDWT's solution](#)

792.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[NotDWT's solution](#)

793.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[NotDWT's solution](#)

794.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[NotDWT's solution](#)

795.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[NotDWT's solution](#)

796.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[NotDWT's solution](#)

797.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[NotDWT's solution](#)

798.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[NotDWT's solution](#)

799.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[NotDWT's solution](#)

800.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[NotDWT's solution](#)

801.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[NotDWT's solution](#)

802.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[NotDWT's solution](#)

803.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[NotDWT's solution](#)

804.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[NotDWT's solution](#)

805.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[NotDWT's solution](#)

806.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[NotDWT's solution](#)

807.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[NotDWT's solution](#)

808.

2153E

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

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[NotDWT's solution](#)

809.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[NotDWT's solution](#)

810.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[NotDWT's solution](#)

811.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[NotDWT's solution](#)

812.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[NotDWT's solution](#)

813.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[NotDWT's solution](#)

814.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[NotDWT's solution](#)

815.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[NotDWT's solution](#)

816.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[NotDWT's solution](#)

817.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[NotDWT's solution](#)

818.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 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

[NotDWT's solution](#)

819.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[NotDWT's solution](#)

820.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[NotDWT's solution](#)

821.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[NotDWT's solution](#)

822.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[NotDWT's solution](#)

823.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[NotDWT's solution](#)

824.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[NotDWT's solution](#)

825.

2131H

[Sea, You & coprime](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[NotDWT's solution](#)

826.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[NotDWT's solution](#)

827.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[NotDWT's solution](#)

828.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[NotDWT's solution](#)

829.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[NotDWT's solution](#)

830.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[NotDWT's solution](#)

831.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[NotDWT's solution](#)

832.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[NotDWT's solution](#)

833.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[NotDWT's solution](#)

834.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[NotDWT's solution](#)

835.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[NotDWT's solution](#)

836.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[NotDWT's solution](#)

837.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[NotDWT's solution](#)

838.

2156F2

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

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[NotDWT's solution](#)

839.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[NotDWT's solution](#)

840.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[NotDWT's solution](#)

841.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, trees

[NotDWT's solution](#)

842.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[NotDWT's solution](#)

843.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,219 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[NotDWT's solution](#)

844.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[NotDWT's solution](#)

845.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[NotDWT's solution](#)

846.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[NotDWT's solution](#)

847.

106500C

[Progression](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

848.

106500B

[Pair Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

849.

106500A

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

Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

850.

106475C

[B15D5C0D,,:C,À CÔ> CÔ5 CÔ8CÔ4CtO](#)

Rating: — · first AC: 2026-04-13 · last AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

851.

106475J

[A4DD<Cä=C,,GCÔKC' >D\\$@Dô4](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

852.

106475I

[A:;Cite=DI8Cç 8 D 8D >C\\$0CÔ8CP](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

853.

106475H

[AäBD\\$5D 2CT@ D >C 8D 0CTBD O C" ?D4BDÄ](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

854.

106475G

[A=0CÔ8C0D 0 A\\$0C`5D 0 C, 8D :D4AD BC\\$> C`5CÔ8](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

855.

106475F

[A=FD\\$8Cç 8 D 2CTBCäDCä@D°](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

856.

106475E

[A=0CÔ8C0D kC,,3D 0DäB C" ÄÄ"D 8 C" @Dô4>>](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

857.

106475D

[B =0T0Cä2C,,: CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

858.

106475B

[AçBCÔ8ç\\$8CÔ8C' ;C,,DD](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

859.

106475A

[A`CDtHC,,9 DT>D](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

860.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[NotDWT's solution](#)

861.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[NotDWT's solution](#)

862.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,608 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[NotDWT's solution](#)

863.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,999 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[NotDWT's solution](#)

864.

106460D

[A0002C,,;DÄ=D'9 D,,5D BC,,CC4>C'LCÔ8C](#)

Rating: — · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

865.

106460C

[B00D1C 0](#)

Rating: — · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

866.

106460B

[B-BD00# C,,7 C00C'8CÔ4D >CÄ>C](#)

Rating: — · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

867.

106460A

[VK AÄ00K C#0](#)

Rating: — · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

868.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,820 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks

[NotDWT's solution](#)

869.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,270 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[NotDWT's solution](#)

870.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[NotDWT's solution](#)

871.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[NotDWT's solution](#)

872.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[NotDWT's solution](#)

873.

106447F

[A501a](#)
[A501a](#) · [CT:Dd8Dð](#)

Rating: — · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

874.

106447C

[A45DkKc, :Cä=DD5D\\$K](#)

Rating: — · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

875.

106447B

[A10CkD\\$0Dð 8D BCä@C,,O](#)

Rating: — · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

876.

106447A

[A 8080l 5C4> Cð0Cð0](#)

Rating: — · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

877.

106439M

[ModulOR Equation](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

878.

106439O

[Optimal GCD Split](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

879.

106439N

[Chapo Nahi Mili](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

880.

106439F

[The Forgotten Player](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

881.

106439B

[Bog the Frog](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

882.

106439E

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

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

883.

106439C

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

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

884.

106435F

[B5D=Ca01CT;Cä5 CD5D 5C\\$>](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

885.

106435E

[B 0CÄ0C10C 8 D,,BC =C40 70C³](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

886.

106429C

[Carrot Party](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

887.

106429B

[Orange Pit](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

888.

106429A

[Tart Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

889.

106352A

[B\\$CDB@,,@ C" C\\$5D >Cö>C'8D 5](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

890.

106331A

[Fortuna](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

891.

106318E

[A: >D4D? 8 C45D 1D°](#)

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

892.

106318D

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

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

893.

106318C

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

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

894.

106318B

[A5D\\$D OCÔ=D 5 DÔBC 6C€](#)

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

895.

106318A

[AD2CR4Cä<C,,=CäHCα8](#)

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

896.

106309D

[B\\$@CäCα8 CÔ0 CD>D :CP](#)

Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

897.

106309C

[A4@Cα1CäGCα8](#)

Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

898.

106309B

[A=DD BCäGCÔ0Dò 8C4@C](#)

Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

899.

106309A

[AÄ>C4C D>CÄ5CdCD\\$>Dt=C,,:C€](#)

Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

900.

106296A

[Magician](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

901.

106296C

[Glitch](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

902.

106296K

[Hidden Digits](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

903.

106289L

[Unequal](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

904.

106289J

[More Banknote](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

905.

106289D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

906.

106289I

[Mofusigil's String Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

907.

106289H

[Medal](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

908.

106293H

[AÄDHDæC\\$K, C²C @D\\$0C`K, CD>D BC 2C≠0 Cô8DdFD°](#)

Rating: — · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

909.

106293G

[AÄCDæC, AC´>Cd=C O Cô@Cä3D4;C≠0](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

910.

106293F

[AÄCDæC, 7C :C´8CÔ0CÔ8Dö](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

911.

106293E

[B2 D4AC, 2D >C ;CT<D² A D 5D,,5CÔ8CT<...](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

912.

106293D

[AÄCD O C, Cä9-D\\$> XOR](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

913.

106293C

[Aæ>DæC`NC 8D" 1C,,BCÄ0D :C,](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

914.

106293B

[ȦABĊD >Dt=D'9 DÔBC ?](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

915.

106293A

[B·@CT4CÔ5CR 8 CÄ5CD8C =C](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

916.

106270E

[Love Marriage · Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

917.

106270H

[Optimal Balancing Strategy · Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

918.

106270C

[Gas Reservoir · Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

919.

106270F

[Morning Walk · Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

920.

106270J

[C-Style String Length · Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

921.

106272D

[Ruler · Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

922.

106272B

[MAX? MEX? · Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

923.

106292A

[Non-trivial Energy of Crystals · Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

924.

106269D

[B CCG#C\\$2CT@DR C HC ?CTACT=C#0 D ?CTBC](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

925.

106269C

[Aö>CT=DrI CÔ0ct0CB !C <D´9 Cö>C´=D´9 CÔ0ct0CB](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

926.

106269B

[Aö>DT8D”5CÔ8CR 2CT:C](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

927.

106269A

[A=OC<D0P0DTBD2 =C 7Cä2E BCRÀ D\\$0Cç >CÔ0 C, ?Cä?C`KC\\$QD](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

928.

106284E

[A.,3D0A#@CäHC](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

929.

106284D

[AÖUABÖAC\\$QD BC#0](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

930.

106284C

[B\\$0Dri=C,,@ B <CTHC @C,,:Cä2](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

931.

106284B

[A=BOantCä;DÄHCSö](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

932.

106284A

[B 8CÄPCä=C,,O C CCD8C`LCÔ8C#>C](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

933.

1062765

[A.,=D\\$5D 5D =C O DÔAD\\$0DD5D\\$0](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

934.

1062764

[Aö>C4@D47C#0 C 0C40Cd0](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

935.

1062763

[AD2C 8Cr BD QDP](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

936.

1062762

[A1@D4HC](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

937.

1062761

[A5D05C"=Dö](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

938.

397E

[On Changing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, trees

[NotDWT's solution](#)

939.

1062535

[A5D05C,,ADÄ C,,:Cä;C O](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

940.

1062534

[A5D05C<Dò 2Cä;D,,5C AD\\$2C](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

941.

1062533

[A5D05Cä@Dö4Cä: C" 1C,,1C`8CäBCT:CP](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

942.

1062532

[B 0D10@ @C 7CÔ>Cä1D 0Ct=D`5 Dt8D ;C](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

943.

1062531

[A5D05Ct:Dd8Dò DCäBCä3D 0DD8C•](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

944.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

945.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

946.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

947.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

948.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

949.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

950.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

951.

106230B

[Aö>Dä C O Cä?CT@C FC,,O](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

952.

106230A

[A4BCö=CäBC,,GCTAC=0Dò <CT;Cä4C,,O](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

953.

106208H

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

954.

106208B

[Tree Path Price Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

955.

106208E

[Toggle the Streetlights](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

956.

106208C

[Max Person](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

957.

106199B

[A\\$KÖsöD 2CT@D 8C' :Cä<Cö>CÔ5CÔBCä2](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

958.

106199A

[A@Cä2CT@C#0 D >D BCäOCô8Dö](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

959.

106192K

[A@Cä2CT@C#0 D >D BCäOCô8Dö](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

960.

1061745

[Square in the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

961.

1061744

[Search with Error](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

962.

1061743

[First Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

963.

1061742

[Weights Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

964.

1061741

[Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

965.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[NotDWT's solution](#)

966.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[NotDWT's solution](#)

967.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[NotDWT's solution](#)

968.

2168A2

[Encode and Decode \(Hard Version\) · Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[NotDWT's solution](#)

969.

106129D

[Demand for Cycling · Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

970.

106129H

[Happy Hookup · Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

971.

106129L

[Labour Laws · Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

972.

106129G

[Generating Cool Passwords Company · Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

973.

106114E

[Ecosystem · Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

974.

106114H

[SYSU III · Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

975.

106114A

[Abacus · Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

976.

106114F

[SYSU II · Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

977.

106114I

[Sum · Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

978.

106106H

[A&B<C,,GCTAC=8C' AC\\$5D\\$>DD>D](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

979.

106106F

[AtCoder Cd8C0](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

980.

106106E

[B8C0A>D BC,À C BC :Cd5 Ct;Cä9 D\\$0CÄ>Cd5CÔ=C,,:](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

981.

106106D

[B8D0D](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

982.

106106C

[A050iBD 8CÔ> C >CÄ1C](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

983.

106106B

[AÄ8D0CT@ AÄ8D 8C#A](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

984.

106106A

[AÄ048Dt5D :C,,5 D CCÔK](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

985.

106106G

[AÄ50iD >D BD 0CÔAD\\$2CT=CÔ>CR 4CT@CT2Cà](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

986.

106106I

[A050A#Cä6C#> CÄ0D\\$5CÄ0D\\$8C#8](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

987.

106056B

[Path Planning · Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

988.

106043C

[Trivial Problem · Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

989.

106043B

[Max Binary Tree Width · Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

990.

106043A

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

991.

106043D

[Pennant Hanging](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

992.

106035M

[Playing with magnets](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

993.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · last AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

994.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

995.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

996.

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · last AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

997.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

998.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

999.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1000.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1001.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1002.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1003.

106035B

[Language for machines](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1004.

106034B

[QR-C�](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1005.

106034A

[B\\$5Cí5D>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2025-08-14 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1006.

106015B

[Adhoom and Halzoom Peculiar Pact](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1007.

106015A

[Welcome to the Unknown: An Over The Garden Wall Adventure!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1008.

106012A

[Oil Skimming](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1009.

106009A

[B,,0Dq;Df: CD;Dò <CTBCä4C�>CÄ8D AC,,8](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1010.

105974E

[Constructive Xor](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1011.

105974C

[Distinct Xor Subsequence Queries !a](#)[Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1012.

105974B

[Distinct Xor Subsequence Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1013.

105974A

[Distinct Xor Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1014.

105974D

[Range Xor Subsequence Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1015.

1059631

[AtCoder Beginner Contest 347 A](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1016.

1059613

[AtCoder Beginner Contest 347 C](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1017.

1059612

[AtCoder Beginner Contest 347 B](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1018.

1059611

[AtCoder Beginner Contest 347 A](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1019.

105934F

[Randomizer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1020.

105934E

[Maze of Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1021.

105934D

[Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1022.

105934C

[Bumpy Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[NotDWT's solution](#)

1023.

105934B

[Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1024.

105934A

[Mysterious Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1025.

105920A

[Clan Battle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1026.

105905D

[A,3D1r2l](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1027.

105905C

[B40CiaDÄAC#8CR FC\\$5D\\$K](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1028.

105905B

[B40CiaDÄAC#8CR FC\\$5D\\$K](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1029.

105905A

[A,3D1r2l](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1030.

105874G

[Binary Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · last AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1031.

105874D

[Transportation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1032.

105874H

[The Beautiful City \$\mathbb{S}\$](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1033.

105874F

[The Heist of the Century](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1034.

105874E

[RADiant queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)**1035.**

105874B

[Spaceship](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)**1036.**

105874I

[Another task on parentheses sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)**1037.**

105874C

[28 stab wounds](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)**1038.**

105874A

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

Rating: — · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)**1039.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[NotDWT's solution](#)**1040.**

101225H

[A 5C00D =C O C,,3D 0](#)

Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)**1041.**

1056974

[A >C @A >D A BDC"BC,,=C0](#)

Rating: — · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)**1042.**

1056973

[AD5C@Ca 4CT;C,,<CäAD\\$8](#)

Rating: — · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)**1043.**

1056972

[A@CäAD\\$>C' DCT=C,,:D](#)

Rating: — · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)**1044.**

1056971

[A00rBCäOD"8CR 4D CCtLDö](#)

Rating: — · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1045.

105684F

[A0x0D0D :C€](#)

Rating: — · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1046.

105684A

[B.:Câ@Câ =Câ2D`9 C4>C@](#)

Rating: — · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1047.

1056413

[A6FD00D>Cç 2Câ 2D QCÀ](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1048.

1056412

[B\\$@C1CC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1049.

1056411

[B 5Dt=D`5 Cò@Câ3D4;C#8](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1050.

1055194

[A\\$BDBD4>Cr 3C,,BC @D°](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1051.

1055193

[A0Dri>C`L](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1052.

1055192

[B\\$Dri>Câ2C`O](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1053.

1055191

[A18DD8D°](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1054.

105512D

[AçDri>C4CÔ5CR 8D ?D`BC =C,,5](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1055.

105512C

[A0C5D](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1056.

105512B

[AD2Cä9CÔ>C' ?CT@CT2Cä@CäB](#)

Rating: — · first AC: 2024-11-14 · last AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1057.

105512A

[A@Cä8Ct2Cä4D BC\\$> C 2D\\$>CÄ>C 8C'5C·](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NotDWT's solution](#)

1058.

105239A

[1-Stable Sequence by Number · Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1059.

105244B

[Choosing a Vertex To Remove · Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1060.

1029367

[BT>D>D,,8CR @C ACα@C ACα8](#)

Rating: — · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1061.

105236C

[BDCD\\$1Cä; C" CT@C'OCÔ4C,,8](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1062.

105236B

[AÔ0C'4C, >D\\$@C,,FC BCT;DÄ=Cä5](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1063.

105236A

[B·00Ä&Q :Cä@CäBCα>CR CD ;Cä2C,,5](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1064.

102203F

[A 8C;@,,>D\\$5Cα0](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1065.

105212C

[AöBdE@CT@C,,O Aô5Cô?C,,=Cä](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1066.

1051955

[ADöCT@D 8CÄ5CÔ4CT@C,,=C0](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1067.

1051954

[A50f5Ct=C O CD>D >C40](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1068.

1051953

[AÔ5 0kC? ?D 5CD0D\\$5C'5CÂâââ](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1069.

1051952

[A 0045D =C O CôCD,,:C](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1070.

1051951

[A800> D\\$5C BD](#)

Rating: — · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1071.

1051945

[AD;C;A CÔKC' ?C'0C#0D](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1072.

1051944

[B 5D&C ;](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1073.

1051943

[A 5Drial](#)

Rating: — · first AC: 2024-06-05 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1074.

1051942

[A @C#1CT6C#0](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1075.

1051941

[A#0D0D :C€](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1076.

105183G

[A@C#A D\\$KCR HC ECÄ0D\\$K](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1077.

105183E

[AäB05Dt0D\\$.C, ?C ;DÄFCT2](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1078.

105183C

[A\\$50f8D0C”HC O C65D 5D BC =Cä2C#0](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1079.

105183B

[Aä00f8D](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1080.

105183A

[Aä00f8DÄ ACT@DÄ5Ct=D`9 Dt5C`>C\\$5C](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1081.

105151F

[Double D](#) · Tutorial

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1082.

105151G

[AÄ>C' POTHCTGCÔKC' MCÔ4D,,?C,,;DÄ =CR CCD0C`ADòÀ C#0Cç O C, >Cd8CD0C°](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1083.

105151B

[A#0065C`LC#8](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1084.

105151A

[Bt0CqCa Bt0CqCa :C O C`5D BCÔ8Dd0](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1085.

105150E

[A#0065C\\$5D :C€](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1086.

105150G

[Aä1D#5 Aä1D#5 5CD8CÔ5CÔ8CR :C <CÔ5C•](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1087.

105150F

[AÄ00#AC,,< C, ?C,,B-D BCä?](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1088.

105150D

[BT@0ä#Cä<CTBD 0Cb 8 C6@Cä3D 0CÄ<C,,@Cä2C =C,,5](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1089.

105150B

[A000iC48](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1090.

105150A

[B4rC0K' AC\\$5D\\$>DD>D](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1091.

105145E

[A5D10D\\$=C O CÄ0D,,8CÔ:C](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1092.

105145A

[AÄ00rAC,,<C ;DÄ=C O Cö@CäGCÔ>D BDÄ](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1093.

105145D

[B UCt@CT7C =C,,5 D\\$>D BC](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1094.

105145C

[Aä7D0sD =C CD >C#5](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1095.

105145B

[A,,3D0iD ?CT@CT2Cä@CäBCä<](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1096.

105122L

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1097.

105122K

[Game with stones, more difficult version](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1098.

105122J

[Game with stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1099.

105122A

[Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1100.

105122B

[Bishop Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1101.

105122D

[Virtual Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1102.

105122H

[Hirsch index](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1103.

105122F

[Transportation of Details](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1104.

105122G

[Modest Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1105.

105122C

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1106.

105122E

[Last digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1107.

105118C

[A,3D0rD 7C 3C 4CäGCÔ>C' AD\\$@Cä:Cä9](#)

Rating: — · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1108.

105118B

[B\\$0C,äD BC\\$5CÔ=D'9 Dô7D':](#)

Rating: — · first AC: 2024-04-20 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1109.

105118A

[Aö@Cä8Ct2CT4CT=C,,O](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1110.

105116B

[A:Dü8Dö =C 4CT=DÂ @Cä6CD5CÔ8Dö](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1122.

105030A

[B 00?D 5CD5C'5CÔ8CR ?D OCÔ>D BC€](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1123.

105025E

[A 0000CÔ>C\\$KC' 1C,,7CÔ5D C'5C40](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1124.

105025D

[A050D>C\\$>C'LD BC\\$> AÄ0D ACT;Dö](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1125.

105025C

[B 0000TGCÔ0Dö ?C =CT;DÄ](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1126.

105025B

[AD20RakCä=CTBD°](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1127.

105025A

[Bd8DD@ D² ?Cä<Cä3C ND" <D'AC'8D\\$L](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1128.

105017A

[Group of Permutations · Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1129.

104984A

[Aö5DIAQ| Cd5C=ACä= C, 1Cä3C, C'8CÄ?C](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[NotDWT's solution](#)

1130.

105011A

[B\\$@C|CC4>C'LCÔ8C=8](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1131.

105002E

[AÄ5040Aö>C=5D](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1132.

105002D

[A@00|ACÔ>-D 8CÔ8CR DC,,HC=8](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1133.

105002C

[A„3D0i@“ 4Cä<C,,=Cà](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1134.

105002B

[B 50ÄalDtCCD5D](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1135.

105002A

[B„00B18Cr :D41C,,:Cä2](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1136.

104992J

[A=8D80CjA| A =D\\$>CÒ 8 CD;C,,=CÔKCR 8CÄ5CÔ0](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1137.

104992H

[A=5D0xjA| CD;Dò 6C,,2CäBCÔKDP](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1138.

104992D

[B :CäDÄ:Ca >D,,8C >C£ö](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1139.

104992I

[A =CD@0T9 C, @Cä;C,,:C, A Cd8C\\$>D\\$=D´<C€](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1140.

104992G

[AÄ50D20CT4DÄ 8 Cò@C 2C,,;DÄ=Cä5 Cò8D\\$0CÔ8CP](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1141.

104992F

[A:004GD,,:C 8 Dò3Cä4D°](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1142.

104992E

[A 0DÄCT9 CÒ 8C´8 C´CCd0C”:C ö](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1143.

104992C

[B ?Cä9jA|CòBC,,GC#0!](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1155.

104936C

[Delete One Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1156.

104936B

[Taking an Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1157.

104936A

[MITIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1158.

104930B

[Upside Downtown](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1159.

104930A

[Up Up Down Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1160.

104360A

[B B @ @ D " > C ' 8 C Ä ? C , , 0 CDK](#)

Rating: — · first AC: 2024-01-17 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1161.

104789B

[Work, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1162.

104789A

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1163.

104896C

[Third grader's task](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1164.

104896B

[Integral Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1165.

104895C

[Strange sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1166.

104886F

[Interval removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1167.

104886D

[GCD Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1168.

104886C

[Fair Grading](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1169.

104886B

[Easy Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1170.

104886A

[Schedule Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1171.

104640F

[A42CTaCäBCDKDT0CTB](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1172.

104640D

[B\\$5D-B CÔ0 C,,=D\\$5C';CT:D](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1173.

104640C

[A6@D16C=8 CÄ5Cd4D2 2D 5C'5CÔ=D'<C€](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1174.

104640B

[A'XCS;Dò ?C CC= >C](#)

Rating: — · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1175.

104640A

[A6@D16C=8 CÄ5Cd4D2 2D 5C'5CÔ=D'<C€](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1176.

104885F

[AäG0T@CCT4CÔ0Dò 7C 4C GC ?D > Ct0Cô@CäAD² =C ?CT@CTAD\\$0CÔ>C\\$:C E](#)

Rating: — · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1177.

104885E

[BT→D→D,,8CRÔECä@CäHC,,5 Cö>CD>D\\$@CT7C≠8](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1178.

104885D

[A\\$@CTäDò=C <C @D 5](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1179.

104885C

[AàG0T@CT4CÔ0Dò 7C 4C GC =C :Cä=D BD CC≠BC,,2](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1180.

104885B

[Aö→DiGC,,BC 9](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1181.

104885A

[AD\\$D\\$0C´8 C, @CTAD4@D K](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1182.

104882K

[Key anagram](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1183.

104882I

[Ideal 2B](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1184.

104882H

[Have fun taking tests](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1185.

104882G

[Grandma's Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1186.

104882D

[Delicious pies](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1187.

104882C

[Creative archery](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1188.

104882B

[Before contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1189.

104882A

[A+B?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1190.

104872E

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1191.

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1192.

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1193.

1048565

[A\\$5D15D :E @C`8CÔ3C](#)

Rating: — · first AC: 2023-12-13 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1194.

1048564

[A!00D0P!8 CÔ0 C65Dt0D\\$L!](#)

Rating: — · first AC: 2023-12-11 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1195.

1048563

[B\\$5C15D >CÔ=D`9 D ?D 0C\\$>Dt=C,,:](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1196.

1048562

[B-00Ä!E! 4C`O D 8D CCÔ:C](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1197.

1048561

[BD5D!7DÄ](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1198.

1048534

[AäG0T@C!T4CÔ0Dò 7C 4C GC ?D > C,,3D C D :C <CÔOCÄ8](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1199.

1048533

[AäGOT@CT4CÔ0Dò 7C 4C GC ?D > Cò>C 5CDC CÔ0CB <Cä=D BD 0CÄ8](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1200.

1048532

[AäGOT@CT4CÔ0Dò 7C 4C GC ?D > DT>D >D,,8CR AD\\$@Cä:C€](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1201.

1048531

[AäGOT@CT4CÔ0Dò 7C 4C GC ?D > CÄ0D\\$5CÄ0D\\$8C=C](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1202.

1048525

[Symmetric Sequences · Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1203.

1048524

[Fun Numbers · Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1204.

1048523

[Business Trips · Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1205.

1048522

[Vocabulary · Tutorial](#)

Rating: — · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1206.

1048521

[Rhombic Order · Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1207.

104699F

[B·00ÄKC' <C,,;D'9 CD>CÄ](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1208.

104699D

[A@C@CTAD\\$=C O D 0D AC 4C=0](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1209.

104699C

[A 0D102 D 5C ;DÄ=Cä< CÄ8D 5](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1210.

104699B

[A:0CD@ Cä2D'5 Cö5D 5D BC =Cä2C#8](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1211.

104586B

[B:00D#C`LDB 8 D >Cä1D"5CÔ8Dö](#)

Rating: — · first AC: 2023-12-07 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1212.

104586A

[B:00D#C`LDB 8 Dö3Cä4D°](#)

Rating: — · first AC: 2023-12-07 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1213.

104802B

[Snowy Bus](#) · Tutorial

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1214.

104840B

[ADB0T@ D 8C#C, 8 D BD >C#0](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1215.

104840A

[A#Cä#D°](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1216.

104836D

[A:40T0C`LCÔ0Dö BD4@ CÔ8D =C O D 8D BCT<C](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1217.

104836C

[A#0C#<DÄ5D 0](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1218.

104836B

[A#0C#C45CÔ8C•](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1219.

104836A

[B#8D#Cä 1CT;D'E C#2C 4D 0D\\$>C](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1220.

104804K

[Aö5D10D\\$L](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1221.

104804J

[A00DriaCÄK](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1222.

104804G

[AaÀ CÔ5D!a CT>CÄO!!!](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1223.

104804F

[Good substrng · Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1224.

104804D

[B K0d0D 8](#)

Rating: — · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1225.

104804C

[AÄ#Di0C#8](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1226.

104804B

[A00DraC' > C,,3D K](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1227.

104804A

[B5D0D AD°](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1228.

1048295

[B\\$@CT016E @ "A 5C4>C\\$0Dò 4Cä @ Cä6C#0"](#)

Rating: — · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1229.

1048294

[B\\$@CT016E C'LCÔKCR 7CÔ0Dt:C€](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1230.

1048293

[A00DriaCÔ:C >C >CT2](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1231.

1048292

[A00DriaAD\\$>Cä1D 0Ct=D'9 C CCÄ5D 0CÔ3](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1232.

1048291

[AäG0a8!C" 1C AC=5D\\$1Cä;CP](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1233.

104805L

[Towers · Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1234.

104820N

[AÄC0K C=0C`LCÔ>CP](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1235.

104820L

[A050ia7C\\$5D BCÔ>CP](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1236.

104820I

[B 50u6Ej,O C0> C\\$>C`LCÔ>C' 1Cä@DÄ1CP](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1237.

104820G

[AÄC0Cä5 CD5C`5CÔ8CP](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1238.

104820F

[AÄC0CäC,,2Cä5 Dt8D ;Cà](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1239.

104820D

[AÄ804>D AC=0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÀ](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1240.

104820C

[AäF0Tä=CäGCÔ>CP](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1241.

104820A

[AD=04>CÔOC':C€](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1242.

104814D

[AÄ0D\\$5D](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1243.

104814C

[A10CÄäD°](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NotDWT's solution](#)

1244.

104814B

[A..ACö>Cö#e@,,BCT;DÄ ÄÄ Cä@D 5C#BCä@>>](#)

Rating: — · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1245.

104814A

[A45CäiaCTBD 8Dt5D :C,,9 DÔBDä4](#)

Rating: — · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1246.

104778F

[BöiC,iC€](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1247.

104778E

[ASöCñt1CÔ0Dò :CÔ8C40](#)

Rating: — · first AC: 2023-11-22 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1248.

104778D

[A#5CÔiAD\\$@D4:D\\$8C" A C,,=C\\$5D AC,,OCÄ8](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1249.

104778C

[ADZOR?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BC€](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NotDWT's solution](#)

1250.

104778B

[A10CñTBC >C°](#)

Rating: — · first AC: 2023-11-22 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)

1251.

104778A

[B\\$@CñCC4>C`LCÔ8C](#)

Rating: — · first AC: 2023-11-22 · PyPy 3-64 (first AC) · Tags: —

[NotDWT's solution](#)