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Unique solved — Nullptrs

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

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

Filters: none

Count: 757

1.

2167B

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[Nullptrs's solution](#)

2.

2167A

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Quality: 58,492 global accepts · Rating: 800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#), [sortings](#)

[Nullptrs's solution](#)

3.

228A

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

Quality: 139,835 global accepts · Rating: 800 · first AC: 2025-10-09 · Rust 2024 (first AC) · Tags: [implementation](#)

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4.

136A

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5.

200B

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6.

486A

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

Quality: 154,170 global accepts · Rating: 800 · first AC: 2025-10-09 · Rust 2024 (first AC) · Tags: [implementation](#), [math](#)

[Nullptrs's solution](#)

7.

344A

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Quality: 153,364 global accepts · Rating: 800 · first AC: 2025-10-09 · Rust 2024 (first AC) · Tags: [implementation](#)

[Nullptrs's solution](#)

8.

467A

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

Quality: 155,972 global accepts · Rating: 800 · first AC: 2025-10-09 · Rust 2024 (first AC) · Tags: [implementation](#)

[Nullptrs's solution](#)

9.

266B

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

Quality: 166,109 global accepts · Rating: 800 · first AC: 2025-10-09 · Rust 2024 (first AC) · Tags: [constructive algorithms](#), [graph matchings](#), [implementation](#), [shortest paths](#)

[Nullptrs's solution](#)

10.

1030A

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

Quality: 171,496 global accepts · Rating: 800 · first AC: 2025-10-07 · Rust 2024 (first AC) · Tags: implementation

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11.

2145A

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[Nullptr's solution](#)

12.

2152A

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[Nullptr's solution](#)

13.

271A

[Beautiful Year](#) · [Tutorial](#)

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[Nullptr's solution](#)

14.

116A

[Tram](#) · [Tutorial](#)

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[Nullptr's solution](#)

15.

677A

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[Nullptr's solution](#)

16.

41A

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17.

734A

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[Nullptr's solution](#)

18.

110A

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19.

59A

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20.

546A

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Quality: 235,257 global accepts · Rating: 800 · first AC: 2025-10-03 · Rust 2024 (first AC) · Tags: brute force, implementation, math

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21.

617A

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[Nullptr's solution](#)

22.

266A

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23.

791A

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24.

281A

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25.

339A

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[Nullptr's solution](#)

26.

236A

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[Nullptr's solution](#)

27.

112A

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28.

263A

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[Nullptr's solution](#)

29.

50A

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[Nullptr's solution](#)

30.

158A

[Next Round](#) · [Tutorial](#)

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[Nullptr's solution](#)

31.

282A

[Bit++](#) · [Tutorial](#)

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[Nullptr's solution](#)

32.

231A

[Team](#) · [Tutorial](#)

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[Nullptr's solution](#)

33.

71A

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

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[Nullptr's solution](#)

34.

4A

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[Nullptr's solution](#)

35.

2134A

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36.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

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[Nullptr's solution](#)

37.

2094A

[Trippi Troppi](#) · [Tutorial](#)

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38.

2092A

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39.

2091B

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40.

2091A

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41.

2075A

[To Zero](#) · [Tutorial](#)

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42.

1352A

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

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[Nullptr's solution](#)

- 43.**
2062A
[String](#) · [Tutorial](#)
Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings
[Nullptr's solution](#)
- 44.**
2040A
[Game of Division](#) · [Tutorial](#)
Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: games, math
[Nullptr's solution](#)
- 45.**
2031A
[Penchick and Modern Monument](#) · [Tutorial](#)
Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-29 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, greedy, math
[Nullptr's solution](#)
- 46.**
2029A
[Set](#) · [Tutorial](#)
Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: greedy, math
[Nullptr's solution](#)
- 47.**
2035A
[Sliding](#) · [Tutorial](#)
Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: implementation, math
[Nullptr's solution](#)
- 48.**
2027A
[Rectangle Arrangement](#) · [Tutorial](#)
Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math
[Nullptr's solution](#)
- 49.**
1735A
[Working Week](#) · [Tutorial](#)
Quality: 21,058 global accepts · Rating: 800 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[Nullptr's solution](#)
- 50.**
2020A
[Find Minimum Operations](#) · [Tutorial](#)
Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-30 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[Nullptr's solution](#)
- 51.**
2019A
[Max Plus Size](#) · [Tutorial](#)
Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-29 · Rust 2021 (first AC) · Tags: brute force, dp, greedy
[Nullptr's solution](#)
- 52.**
2014B
[Robin Hood and the Major Oak](#) · [Tutorial](#)
Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-22 · Rust 2021 (first AC) · Tags: math
[Nullptr's solution](#)
- 53.**
2014A
[Robin Helps](#) · [Tutorial](#)
Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-22 · Rust 2021 (first AC) · Tags: greedy, implementation

[Nullptrs's solution](#)

54.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-21 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Nullptrs's solution](#)

55.

2007A

[Dora's Set](#) · [Tutorial](#)

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[Nullptrs's solution](#)

56.

1891A

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

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57.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

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58.

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Nullptrs's solution](#)

59.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Nullptrs's solution](#)

60.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Nullptrs's solution](#)

61.

2010A

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

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62.

2001B

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[Nullptrs's solution](#)

63.

2001A

[Make All Equal](#) · [Tutorial](#)

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[Nullptrs's solution](#)

64.

2002A

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

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65.

1999C

[Showering](#) · [Tutorial](#)

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[Nullptr's solution](#)

66.

1999A

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[Nullptr's solution](#)

67.

1760C

[Advantage](#) · [Tutorial](#)

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68.

1760B

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69.

1760A

[Medium Number](#) · [Tutorial](#)

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[Nullptr's solution](#)

70.

1991A

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71.

1995A

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72.

1154A

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Quality: 87,077 global accepts · Rating: 800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[Nullptr's solution](#)

73.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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74.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Nullptr's solution](#)

75.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy, math
[Nullptr's solution](#)

76.

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-27 · Java 21 (first AC) · Tags: brute force, math, number theory
[Nullptr's solution](#)

77.

1985A

[Creating Words](#) · [Tutorial](#)

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[Nullptr's solution](#)

78.

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2024-06-26 · Java 21 (first AC) · Tags: implementation, strings
[Nullptr's solution](#)

79.

1850B

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

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[Nullptr's solution](#)

80.

1850A

[To My Critics](#) · [Tutorial](#)

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[Nullptr's solution](#)

81.

1986A

[X Axis](#) · [Tutorial](#)

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[Nullptr's solution](#)

82.

1982A

[Soccer](#) · [Tutorial](#)

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[Nullptr's solution](#)

83.

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
[Nullptr's solution](#)

84.

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

[Nullptr's solution](#)

85.

1979A

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

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86.

1980B

[Choosing Cubes](#) · [Tutorial](#)

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87.

1980A

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

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88.

1873B

[Good Kid](#) · [Tutorial](#)

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[Nullptr's solution](#)

89.

1873A

[Short Sort](#) · [Tutorial](#)

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[Nullptr's solution](#)

90.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[Nullptr's solution](#)

91.

1976A

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Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Nullptr's solution](#)

92.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Nullptr's solution](#)

93.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

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94.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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- 95.**
1896A
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1974B
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1974A
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- 98.**
1902A
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1898A
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1903A
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[Nullptrs's solution](#)
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1968B
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1968A
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- 103.**
1969A
[Two Friends](#) · [Tutorial](#)
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1750B
[Maximum Substring](#) · [Tutorial](#)
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1750A
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Quality: 17,830 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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106.

1966A

[Card Exchange](#) · [Tutorial](#)

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[Nullptr's solution](#)

107.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Nullptr's solution](#)

108.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Nullptr's solution](#)

109.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,332 global accepts · Rating: 800 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Nullptr's solution](#)

110.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Nullptr's solution](#)

111.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Nullptr's solution](#)

112.

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Nullptr's solution](#)

113.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2024-04-18 · last AC: 2024-04-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[Nullptr's solution](#)

114.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Nullptr's solution](#)

115.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Nullptr's solution](#)

116.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,191 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation
[Nullptr's solution](#)

117.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Nullptr's solution](#)

118.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[Nullptr's solution](#)

119.

1955A

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Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[Nullptr's solution](#)

120.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Nullptr's solution](#)

121.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Nullptr's solution](#)

122.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Nullptr's solution](#)

123.

1950A

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

Quality: 69,458 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Nullptr's solution](#)

124.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: math
[Nullptr's solution](#)

125.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Nullptr's solution](#)

126.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Nullptr's solution](#)

127.

1946A

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

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Nullptr's solution](#)

128.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Nullptr's solution](#)

129.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Nullptr's solution](#)

130.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Nullptr's solution](#)

131.

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[Nullptr's solution](#)

132.

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
[Nullptr's solution](#)

133.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Nullptr's solution](#)

134.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[Nullptr's solution](#)

135.

1650A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2024-03-04 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Nullptr's solution](#)

136.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,335 global accepts · Rating: 800 · first AC: 2024-03-06 · Java 21 (first AC) · Tags: greedy, implementation, strings
[Nullptr's solution](#)

137.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2024-03-06 · Java 21 (first AC) · Tags: greedy
[Nullptr's solution](#)

138.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,740 global accepts · Rating: 800 · first AC: 2024-03-06 · Java 21 (first AC) · Tags: implementation

[Nullptr's solution](#)

139.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Nullptr's solution](#)

140.

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

[Nullptr's solution](#)

141.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nullptr's solution](#)

142.

1933B

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

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Nullptr's solution](#)

143.

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Nullptr's solution](#)

144.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Nullptr's solution](#)

145.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Nullptr's solution](#)

146.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nullptr's solution](#)

147.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Nullptr's solution](#)

148.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nullptr's solution](#)

149.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Nullptr's solution](#)

150.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Nullptr's solution](#)

151.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nullptr's solution](#)

152.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Nullptr's solution](#)

153.

1926A

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

Quality: 62,211 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nullptr's solution](#)

154.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nullptr's solution](#)

155.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Nullptr's solution](#)

156.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Nullptr's solution](#)

157.

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

[Nullptr's solution](#)

158.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nullptr's solution](#)

159.

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Nullptr's solution](#)

160.

1914A

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

Quality: 35,157 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Nullptrs's solution](#)

161.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[Nullptrs's solution](#)

162.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nullptrs's solution](#)

163.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Nullptrs's solution](#)

164.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation
[Nullptrs's solution](#)

165.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nullptrs's solution](#)

166.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,707 global accepts · Rating: 800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Nullptrs's solution](#)

167.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: math
[Nullptrs's solution](#)

168.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Nullptrs's solution](#)

169.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Nullptrs's solution](#)

170.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[Nullptrs's solution](#)

171.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Nullptr's solution](#)

172.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nullptr's solution](#)

173.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Nullptr's solution](#)

174.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nullptr's solution](#)

175.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,493 global accepts · Rating: 900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Nullptr's solution](#)

176.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: greedy, math

[Nullptr's solution](#)

177.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-29 · Rust 2021 (first AC) · Tags: brute force, greedy, sortings

[Nullptr's solution](#)

178.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nullptr's solution](#)

179.

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Nullptr's solution](#)

180.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry

[Nullptr's solution](#)

181.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-21 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Nullptr's solution](#)

182.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-20 · Rust 2021 (first AC) · Tags: data structures, greedy

[Nullptr's solution](#)

183.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Nullptr's solution](#)

184.

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

[Nullptr's solution](#)

185.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Nullptr's solution](#)

186.

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

[Nullptr's solution](#)

187.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-27 · Java 21 (first AC) · Tags: implementation, math

[Nullptr's solution](#)

188.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,835 global accepts · Rating: 900 · first AC: 2024-06-26 · Java 21 (first AC) · Tags: brute force, greedy, implementation, sortings

[Nullptr's solution](#)

189.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Nullptr's solution](#)

190.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Nullptr's solution](#)

191.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,400 global accepts · Rating: 900 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Nullptr's solution](#)

192.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Nullptr's solution](#)

193.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Nullptr's solution](#)

194.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nullptr's solution](#)

195.

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Nullptr's solution](#)

196.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nullptr's solution](#)

197.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Nullptr's solution](#)

198.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nullptr's solution](#)

199.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Nullptr's solution](#)

200.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nullptr's solution](#)

201.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Nullptr's solution](#)

202.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Nullptr's solution](#)

203.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Nullptr's solution](#)

204.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: greedy, implementation

[Nullptr's solution](#)

205.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-04-01 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Nullptr's solution](#)

206.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-31 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Nullptr's solution](#)

207.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Nullptr's solution](#)

208.

2005B1

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

Quality: 24,750 global accepts · Rating: 1000 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Nullptr's solution](#)

209.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nullptr's solution](#)

210.

1876A

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

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Nullptr's solution](#)

211.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Nullptr's solution](#)

212.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, implementation

[Nullptr's solution](#)

213.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Nullptr's solution](#)

214.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,114 global accepts · Rating: 1000 · first AC: 2024-06-27 · Java 21 (first AC) · Tags: greedy

[Nullptr's solution](#)

215.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-26 · Java 21 (first AC) · Tags: brute force, data structures, greedy, sortings

[Nullptr's solution](#)

216.

1979B

[XOR Sequences](#) · [Tutorial](#)

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

[Nullptr's solution](#)

217.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Nullptr's solution](#)

218.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Nullptr's solution](#)

219.

1968C

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

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

[Nullptr's solution](#)

220.

1969B

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

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

[Nullptr's solution](#)

221.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Nullptr's solution](#)

222.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Nullptr's solution](#)

223.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation,

strings

[Nullptr's solution](#)

224.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Nullptr's solution](#)

225.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nullptr's solution](#)

226.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nullptr's solution](#)

227.

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

[Nullptr's solution](#)

228.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Nullptr's solution](#)

229.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Nullptr's solution](#)

230.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Nullptr's solution](#)

231.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, strings

[Nullptr's solution](#)

232.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Nullptr's solution](#)

233.

6B

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

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Nullptr's solution](#)

234.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-22 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[Nullptr's solution](#)

235.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Nullptr's solution](#)

236.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Nullptr's solution](#)

237.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Nullptr's solution](#)

238.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nullptr's solution](#)

239.

1850E

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

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2024-06-26 · Java 21 (first AC) · Tags: binary search, geometry, implementation, math

[Nullptr's solution](#)

240.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-26 · last AC: 2024-06-26 · Java 21 (first AC) · Tags: data structures, greedy, sortings

[Nullptr's solution](#)

241.

1873E

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

Quality: 43,474 global accepts · Rating: 1100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[Nullptr's solution](#)

242.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Nullptr's solution](#)

243.

1426C

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

Quality: 20,545 global accepts · Rating: 1100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math

[Nullptr's solution](#)

244.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Nullptr's solution](#)

245.

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

[Nullptr's solution](#)

246.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory

[Nullptr's solution](#)

247.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Nullptr's solution](#)

248.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Nullptr's solution](#)

249.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[Nullptr's solution](#)

250.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Nullptr's solution](#)

251.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Nullptr's solution](#)

252.

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

[Nullptr's solution](#)

253.

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

[Nullptr's solution](#)

254.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Nullptr's solution](#)

255.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Nullptr's solution](#)

256.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Nullptr's solution](#)

257.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Nullptr's solution](#)

258.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-09-03 · Rust 2024 (first AC) · Tags: brute force, greedy, implementation

[Nullptr's solution](#)

259.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-09-03 · Rust 2024 (first AC) · Tags: constructive algorithms, math, number theory

[Nullptr's solution](#)

260.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Nullptr's solution](#)

261.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Nullptr's solution](#)

262.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-31 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[Nullptr's solution](#)

263.

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Nullptr's solution](#)

264.

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Nullptr's solution](#)

265.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: brute force, math

[Nullptr's solution](#)

266.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-30 · Rust 2021 (first AC) · Tags: binary search, math

[Nullptr's solution](#)

267.

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-29 · Rust 2021 (first AC) · Tags: implementation, math

[Nullptr's solution](#)

268.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Nullptr's solution](#)

269.

2005B2

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

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[Nullptr's solution](#)

270.

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

[Nullptr's solution](#)

271.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Nullptr's solution](#)

272.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nullptr's solution](#)

273.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,768 global accepts · Rating: 1200 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Nullptr's solution](#)

274.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-27 · Java 21 (first AC) · Tags: brute force, combinatorics, math

[Nullptr's solution](#)

275.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Nullptr's solution](#)

276.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[Nullptr's solution](#)

277.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Nullptr's solution](#)

278.

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

[Nullptr's solution](#)

279.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Nullptr's solution](#)

280.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Nullptr's solution](#)

281.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Nullptr's solution](#)

282.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Nullptr's solution](#)

283.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Nullptr's solution](#)

284.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Nullptr's solution](#)

285.

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Nullptr's solution](#)

286.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Nullptr's solution](#)

287.

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

[Nullptr's solution](#)

288.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nullptr's solution](#)

289.

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

[Nullptr's solution](#)

290.

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

[Nullptr's solution](#)

291.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nullptr's solution](#)

292.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Nullptr's solution](#)

293.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Nullptr's solution](#)

294.

1928B

[Equalize](#) · [Tutorial](#)

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

[Nullptr's solution](#)

295.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Nullptr's solution](#)

296.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: binary search, greedy, strings

[Nullptr's solution](#)

297.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · Rust 2024 (first AC) · Tags: games

[Nullptr's solution](#)

298.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-31 · Rust 2021 (first AC) · Tags: brute force, math, number theory, two pointers

[Nullptr's solution](#)

299.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Nullptr's solution](#)

300.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-29 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[Nullptr's solution](#)

301.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Nullptr's solution](#)

302.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Nullptr's solution](#)

303.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Nullptr's solution](#)

304.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Nullptr's solution](#)

305.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

[Nullptr's solution](#)

306.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nullptr's solution](#)

307.

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2024-06-26 · Java 21 (first AC) · Tags: brute force, implementation, math, number theory

[Nullptr's solution](#)

308.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[Nullptr's solution](#)

309.

1973B

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

Quality: 16,831 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

[Nullptr's solution](#)

310.

1968D

[Permutation Game](#) · [Tutorial](#)

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

[Nullptr's solution](#)

311.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Nullptr's solution](#)

312.

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

[Nullptr's solution](#)

313.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Nullptr's solution](#)

314.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nullptr's solution](#)

315.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Nullptr's solution](#)

316.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 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

[Nullptrs's solution](#)

317.

1890C

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

Rating: 1300 · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Nullptrs's solution](#)

318.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Nullptrs's solution](#)

319.

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

[Nullptrs's solution](#)

320.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Nullptrs's solution](#)

321.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nullptrs's solution](#)

322.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · Rust 2024 (first AC) · Tags: data structures, greedy, math

[Nullptrs's solution](#)

323.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[Nullptrs's solution](#)

324.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-30 · Rust 2021 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Nullptrs's solution](#)

325.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-22 · Rust 2021 (first AC) · Tags: brute force, data structures, greedy, sortings

[Nullptrs's solution](#)

326.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-21 · Rust 2021 (first AC) · Tags: constructive algorithms, interactive, strings
[Nullptr's solution](#)

327.

2010C1

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

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[Nullptr's solution](#)

328.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2024-08-05 · Rust 2021 (first AC) · Tags: data structures, geometry, math
[Nullptr's solution](#)

329.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, matrices
[Nullptr's solution](#)

330.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[Nullptr's solution](#)

331.

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
[Nullptr's solution](#)

332.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory
[Nullptr's solution](#)

333.

1887A1

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

Rating: 1400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[Nullptr's solution](#)

334.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[Nullptr's solution](#)

335.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Nullptr's solution](#)

336.

1970C1

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

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: games
[Nullptr's solution](#)

337.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Nullptr's solution](#)

338.

1972D1

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

Rating: 1400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Nullptr's solution](#)

339.

1972C

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Nullptr's solution](#)

340.

1966C

[Everything Nim](#) · [Tutorial](#)

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

[Nullptr's solution](#)

341.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, sortings

[Nullptr's solution](#)

342.

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

[Nullptr's solution](#)

343.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Nullptr's solution](#)

344.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Nullptr's solution](#)

345.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Nullptr's solution](#)

346.

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[Nullptr's solution](#)

347.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Nullptrs's solution](#)

348.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nullptrs's solution](#)

349.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[Nullptrs's solution](#)

350.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[Nullptrs's solution](#)

351.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers
[Nullptrs's solution](#)

352.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math
[Nullptrs's solution](#)

353.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math
[Nullptrs's solution](#)

354.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, two pointers
[Nullptrs's solution](#)

355.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
[Nullptrs's solution](#)

356.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices
[Nullptrs's solution](#)

357.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Nullptr's solution](#)

358.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-20 · Rust 2021 (first AC) · Tags: math, number theory

[Nullptr's solution](#)

359.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[Nullptr's solution](#)

360.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Nullptr's solution](#)

361.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Nullptr's solution](#)

362.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Nullptr's solution](#)

363.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[Nullptr's solution](#)

364.

1084C

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

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Nullptr's solution](#)

365.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Nullptr's solution](#)

366.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation, math

[Nullptr's solution](#)

367.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Nullptrs's solution](#)

368.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2024-06-26 · Java 21 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Nullptrs's solution](#)

369.

1985F

[Final Boss](#) · [Tutorial](#)

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

[Nullptrs's solution](#)

370.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Nullptrs's solution](#)

371.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Nullptrs's solution](#)

372.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Nullptrs's solution](#)

373.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Nullptrs's solution](#)

374.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Nullptrs's solution](#)

375.

1950E

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

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[Nullptrs's solution](#)

376.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Nullptrs's solution](#)

377.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Nullptrs's solution](#)

378.

1933E

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

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Nullptrs's solution](#)

379.

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

[Nullptrs's solution](#)

380.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Nullptrs's solution](#)

381.

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Nullptrs's solution](#)

382.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Nullptrs's solution](#)

383.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Nullptrs's solution](#)

384.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[Nullptrs's solution](#)

385.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · Rust 2021 (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Nullptrs's solution](#)

386.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,472 global accepts · Rating: 1600 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Nullptrs's solution](#)

387.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[Nullptr's solution](#)

388.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Nullptr's solution](#)

389.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing

[Nullptr's solution](#)

390.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Nullptr's solution](#)

391.

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[Nullptr's solution](#)

392.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Nullptr's solution](#)

393.

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Nullptr's solution](#)

394.

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

[Nullptr's solution](#)

395.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Nullptr's solution](#)

396.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Nullptr's solution](#)

397.

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

[Nullptrs's solution](#)

398.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Nullptrs's solution](#)

399.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Nullptrs's solution](#)

400.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Nullptrs's solution](#)

401.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · Rust 2024 (first AC) · Tags: games, greedy, math

[Nullptrs's solution](#)

402.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Nullptrs's solution](#)

403.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-29 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Nullptrs's solution](#)

404.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · last AC: 2024-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Nullptrs's solution](#)

405.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[Nullptrs's solution](#)

406.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Nullptrs's solution](#)

407.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs, shortest paths

[Nullptrs's solution](#)

408.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[Nullptrs's solution](#)

409.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Nullptrs's solution](#)

410.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Nullptrs's solution](#)

411.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Nullptrs's solution](#)

412.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[Nullptrs's solution](#)

413.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Nullptrs's solution](#)

414.

2010C2

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

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-29 · last AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[Nullptrs's solution](#)

415.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Nullptrs's solution](#)

416.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures,

geometry, implementation, math

[Nullptr's solution](#)

417.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Nullptr's solution](#)

418.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[Nullptr's solution](#)

419.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Nullptr's solution](#)

420.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 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

[Nullptr's solution](#)

421.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2024-06-26 · Java 21 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Nullptr's solution](#)

422.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Nullptr's solution](#)

423.

1985H1

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

Quality: 7,263 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

[Nullptr's solution](#)

424.

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

[Nullptr's solution](#)

425.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Nullptr's solution](#)

426.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Nullptr's solution](#)

427.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Nullptr's solution](#)

428.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Nullptr's solution](#)

429.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nullptr's solution](#)

430.

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

[Nullptr's solution](#)

431.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Nullptr's solution](#)

432.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Nullptr's solution](#)

433.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Nullptr's solution](#)

434.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Nullptr's solution](#)

435.

1937C

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

Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Nullptr's solution](#)

436.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math,

number theory

[Nullptr's solution](#)

437.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Nullptr's solution](#)

438.

2091F

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

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-31 · Rust 2021 (first AC) · Tags: binary search, brute force, dp

[Nullptr's solution](#)

439.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Nullptr's solution](#)

440.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Nullptr's solution](#)

441.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Nullptr's solution](#)

442.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · Rust 2021 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Nullptr's solution](#)

443.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Nullptr's solution](#)

444.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Nullptr's solution](#)

445.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-22 · Rust 2021 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Nullptr's solution](#)

446.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Nullptr's solution](#)

447.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Nullptr's solution](#)

448.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Nullptr's solution](#)

449.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Nullptr's solution](#)

450.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2024-08-05 · Rust 2021 (first AC) · Tags: brute force, hashing, implementation, math

[Nullptr's solution](#)

451.

300C

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

Quality: 11,760 global accepts · Rating: 1800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[Nullptr's solution](#)

452.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, math

[Nullptr's solution](#)

453.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Nullptr's solution](#)

454.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Nullptr's solution](#)

455.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Nullptr's solution](#)

456.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Nullptr's solution](#)

457.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Nullptr's solution](#)

458.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Nullptr's solution](#)

459.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Nullptr's solution](#)

460.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[Nullptr's solution](#)

461.

1005E1

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

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Nullptr's solution](#)

462.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Nullptr's solution](#)

463.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, games

[Nullptr's solution](#)

464.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Nullptr's solution](#)

465.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Nullptr's solution](#)

466.

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

[Nullptr's solution](#)

467.

1968F

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

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

[Nullptr's solution](#)

468.

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

[Nullptrs's solution](#)

469.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[Nullptrs's solution](#)

470.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Nullptrs's solution](#)

471.

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

[Nullptrs's solution](#)

472.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Nullptrs's solution](#)

473.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Nullptrs's solution](#)

474.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Nullptrs's solution](#)

475.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[Nullptrs's solution](#)

476.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Nullptrs's solution](#)

477.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Nullptrs's solution](#)

478.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Nullptrs's solution](#)

479.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-09-23 · Rust 2021 (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Nullptrs's solution](#)

480.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-21 · Rust 2021 (first AC) · Tags: binary search, greedy

[Nullptrs's solution](#)

481.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Nullptrs's solution](#)

482.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Nullptrs's solution](#)

483.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2024-08-05 · Rust 2021 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Nullptrs's solution](#)

484.

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

[Nullptrs's solution](#)

485.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Nullptrs's solution](#)

486.

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, strings

[Nullptrs's solution](#)

487.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search

[Nullptr's solution](#)

488.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Nullptr's solution](#)

489.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Nullptr's solution](#)

490.

1969D

[Shop Game](#) · [Tutorial](#)

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

[Nullptr's solution](#)

491.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Nullptr's solution](#)

492.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Nullptr's solution](#)

493.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Nullptr's solution](#)

494.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Nullptr's solution](#)

495.

1926G

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

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Nullptr's solution](#)

496.

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

[Nullptr's solution](#)

497.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Nullptr's solution](#)

498.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[Nullptr's solution](#)

499.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Nullptr's solution](#)

500.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Nullptr's solution](#)

501.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Nullptr's solution](#)

502.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[Nullptr's solution](#)

503.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Nullptr's solution](#)

504.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Nullptr's solution](#)

505.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-23 · Rust 2021 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nullptr's solution](#)

506.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2024-08-05 · Rust 2021 (first AC) · Tags: combinatorics, dp

[Nullptr's solution](#)

507.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Nullptrs's solution](#)

508.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Nullptrs's solution](#)

509.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Nullptrs's solution](#)

510.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Nullptrs's solution](#)

511.

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

[Nullptrs's solution](#)

512.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, geometry, math

[Nullptrs's solution](#)

513.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Nullptrs's solution](#)

514.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Nullptrs's solution](#)

515.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Nullptrs's solution](#)

516.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Nullptrs's solution](#)

517.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nullptrs's solution](#)

518.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Nullptrs's solution](#)

519.

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Nullptrs's solution](#)

520.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: binary search, data structures, greedy, sortings

[Nullptrs's solution](#)

521.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Nullptrs's solution](#)

522.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Nullptrs's solution](#)

523.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-29 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Nullptrs's solution](#)

524.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Nullptrs's solution](#)

525.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings

[Nullptrs's solution](#)

526.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dp

[Nullptr's solution](#)

527.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Nullptr's solution](#)

528.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Nullptr's solution](#)

529.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Nullptr's solution](#)

530.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Nullptr's solution](#)

531.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Nullptr's solution](#)

532.

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

[Nullptr's solution](#)

533.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Nullptr's solution](#)

534.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[Nullptr's solution](#)

535.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · Rust 2021 (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Nullptr's solution](#)

536.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-21 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, math, number theory
[Nullptr's solution](#)

537.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Nullptr's solution](#)

538.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[Nullptr's solution](#)

539.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[Nullptr's solution](#)

540.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures
[Nullptr's solution](#)

541.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers
[Nullptr's solution](#)

542.

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
[Nullptr's solution](#)

543.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[Nullptr's solution](#)

544.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-31 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
[Nullptr's solution](#)

545.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[Nullptr's solution](#)

546.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Nullptr's solution](#)

547.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Nullptr's solution](#)

548.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Nullptr's solution](#)

549.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Nullptr's solution](#)

550.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Nullptr's solution](#)

551.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Nullptr's solution](#)

552.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · Rust 2021 (first AC) · Tags: brute force, data structures, dp

[Nullptr's solution](#)

553.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-08-05 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Nullptr's solution](#)

554.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Nullptr's solution](#)

555.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Nullptr's solution](#)

556.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, hashing
[Nullptr's solution](#)

557.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[Nullptr's solution](#)

558.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Nullptr's solution](#)

559.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[Nullptr's solution](#)

560.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[Nullptr's solution](#)

561.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-08-12 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory
[Nullptr's solution](#)

562.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math
[Nullptr's solution](#)

563.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-08-05 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, dp
[Nullptr's solution](#)

564.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[Nullptr's solution](#)

565.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[Nullptr's solution](#)

566.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities
[Nullptr's solution](#)

567.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Nullptrs's solution](#)

568.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Nullptrs's solution](#)

569.

1969E

[Unique Array · Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Nullptrs's solution](#)

570.

1913E

[Matrix Problem · Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Nullptrs's solution](#)

571.

1957E

[Carousel of Combinations · Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Nullptrs's solution](#)

572.

911F

[Tree Destruction · Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Nullptrs's solution](#)

573.

2145F

[Long Journey · Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Nullptrs's solution](#)

574.

2029F

[Palindrome Everywhere · Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[Nullptrs's solution](#)

575.

2035F

[Tree Operations · Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Nullptrs's solution](#)

576.

1876D

[Lexichromatography · Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Nullptrs's solution](#)

577.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[Nullptr's solution](#)

578.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Nullptr's solution](#)

579.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Nullptr's solution](#)

580.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Nullptr's solution](#)

581.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[Nullptr's solution](#)

582.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Nullptr's solution](#)

583.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Nullptr's solution](#)

584.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Nullptr's solution](#)

585.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Nullptr's solution](#)

586.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Nullptrs's solution](#)

587.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-11 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[Nullptrs's solution](#)

588.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Nullptrs's solution](#)

589.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Nullptrs's solution](#)

590.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Nullptrs's solution](#)

591.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Nullptrs's solution](#)

592.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Nullptrs's solution](#)

593.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Nullptrs's solution](#)

594.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Nullptrs's solution](#)

595.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Nullptrs's solution](#)

596.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

interactive

[Nullptr's solution](#)

597.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Nullptr's solution](#)

598.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Nullptr's solution](#)

599.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2024-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, math

[Nullptr's solution](#)

600.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive

[Nullptr's solution](#)

601.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Nullptr's solution](#)

602.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Nullptr's solution](#)

603.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Nullptr's solution](#)

604.

2002H

[Counting 101](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Nullptr's solution](#)

605.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[Nullptr's solution](#)

606.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[Nullptr's solution](#)

607.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

608.

105486J

[Grand Prix of Balance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

609.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

610.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

611.

105481A

[r1NtPWQx](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

612.

105481J

[~0u0iN'](#)

Rating: — · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

613.

105481B

[k0R0n0g/](#)

Rating: — · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

614.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

615.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

616.

103446D

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

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

617.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

618.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

619.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

620.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

621.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

622.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

623.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

624.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

625.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

626.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

627.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

628.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

629.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

630.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

631.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

632.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · last AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

633.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · last AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

634.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

635.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

636.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

637.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

638.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

639.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

640.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

641.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptrs's solution](#)

642.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: —

[Nullptrs's solution](#)

643.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

644.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

645.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

646.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

647.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

648.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

649.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

650.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

651.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

652.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

653.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · last AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

654.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

655.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

656.

105323A

[N0E0hN v,,gÓ,rn8b](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

657.

105336J

[b-Tg](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · last AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

658.

105336L

[•CÜjia •I](#)

Rating: — · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

659.

105336K

[SÖT0p](#) · [rn8b](#)

Rating: — · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

660.

105336G

[u TÁng Qm](#)

Rating: — · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptr's solution](#)

661.

105336D

[•xTv0%läx Vh](#)

Rating: — · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

662.

105319I

[The Math Guy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

663.

105319B

[Broken String](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

664.

105319F

[We Want a Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nullptrs's solution](#)

665.

105170I

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

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptrs's solution](#)

666.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptrs's solution](#)

667.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptrs's solution](#)

668.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptrs's solution](#)

669.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptrs's solution](#)

670.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptrs's solution](#)

671.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptrs's solution](#)

672.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · PyPy 3-64 (first AC) · Tags: —

[Nullptr's solution](#)

673.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

674.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

675.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

676.

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

677.

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

678.

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

679.

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

680.

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

681.

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

682.

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

683.

105176A

[New Year's Eve](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

684.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

685.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

686.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

687.

104128I

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

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

688.

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

689.

105158H

~~g~~ · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

690.

105158M

~~g~~ · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

691.

105158L

[Toxel N PCPC-III](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

692.

105158J

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Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

693.

105158B

~~bk~~ · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

694.

105158F

~~O~~ · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

695.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

696.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

697.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

698.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

699.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

700.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

701.

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

702.

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

703.

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

704.

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

705.

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

706.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

707.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

708.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

709.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

710.

104891A

[\(-1.1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

711.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

712.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

713.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

714.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

715.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptr's solution](#)

716.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptrs's solution](#)

717.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nullptrs's solution](#)

718.

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