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Unique solved — Nuris

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

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Filters: none

Count: 2,766

1.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,729 global accepts · Rating: 800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Nuris's solution](#)

2.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,120 global accepts · Rating: 800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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3.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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4.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,434 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

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5.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,737 global accepts · Rating: 800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Nuris's solution](#)

6.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,565 global accepts · Rating: 800 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Nuris's solution](#)

7.

2163A

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

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

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8.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Nuris's solution](#)

9.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

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10.

2156A

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Quality: 26,875 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Nuris's solution](#)

11.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Nuris's solution](#)

12.

2160A

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Quality: 22,461 global accepts · Rating: 800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[Nuris's solution](#)

13.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,178 global accepts · Rating: 800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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14.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,916 global accepts · Rating: 800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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15.

1996A

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16.

2148B

[Lasers](#) · [Tutorial](#)

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17.

2148A

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[Nuris's solution](#)

18.

105971H

[Vadim's Collection](#) · [Tutorial](#)

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19.

1773F

[Football](#) · [Tutorial](#)

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20.

2131B

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[Nuris's solution](#)

21.

2131A

[Lever](#) · [Tutorial](#)

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[Nuris's solution](#)

22.

2121B

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[Nuris's solution](#)

23.

2121A

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24.

2117B

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Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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25.

2117A

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[Nuris's solution](#)

26.

2107A

[LRC and VIP](#) · [Tutorial](#)

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27.

2109A

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[Nuris's solution](#)

28.

2093A

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[Nuris's solution](#)

29.

2106A

[Dr. TC](#) · [Tutorial](#)

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30.

2108A

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[Nuris's solution](#)

31.

2104A

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[Nuris's solution](#)

32.

2084A

[Max and Mod](#) · [Tutorial](#)

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33.

2090A

[Treasure Hunt](#) · [Tutorial](#)

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34.

2086A

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35.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

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36.

2065B

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[Nuris's solution](#)

37.

2064A

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

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38.

2069A

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39.

2065A

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40.

2040A

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41.

2031A

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42.

2038J

[Waiting for...](#) · [Tutorial](#)

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43.

2038N

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44.

2037B

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45.

2037A

[Twice](#) · [Tutorial](#)

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46.

2035A

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47.

2010A

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48.

4A

[Watermelon](#) · [Tutorial](#)

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[Nuris's solution](#)

49.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,650 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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50.

1999A

[A+B Again?](#) · [Tutorial](#)

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51.

1934A

[Too Min Too Max](#) · [Tutorial](#)

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[Nuris's solution](#)

52.

1956B

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

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[Nuris's solution](#)

53.

1945A

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[Nuris's solution](#)

54.

1517A

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55.

1929A

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56.

1929B

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

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57.

1092A

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Quality: 17,276 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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58.

1922A

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59.

1902A

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60.

1921B

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61.

1921A

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62.

1916A

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63.

1913A

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64.

1905A

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65.

1903A

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66.

1900A

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67.

1901A

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[Nuris's solution](#)

68.

1898A

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

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69.

1552A

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70.

1884A

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71.

1882A

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72.

1861A

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73.

1863A

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74.

1859A

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[Nuris's solution](#)

75.

1858A

[Buttons](#) · [Tutorial](#)

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76.

1445A

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77.

1851B

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78.

1851A

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79.

1850C

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80.

1850B

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81.

1850A

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82.

1775A1

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83.

1846A

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Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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84.

1846B

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

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85.

1844A

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86.

1139A

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87.

1797A

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88.

1791A

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89.

1676A

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90.

1845A

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Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
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91.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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92.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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93.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,983 global accepts · Rating: 800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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94.

1301A

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95.

1842A

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

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96.

1843B

[Long Long](#) · [Tutorial](#)

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97.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

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98.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

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99.

1836A

[Destroyer](#) · [Tutorial](#)

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100.

1833A

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101.

1840A

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102.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[Nuris's solution](#)

103.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nuris's solution](#)

104.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Nuris's solution](#)

105.

1831A

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

Quality: 46,324 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Nuris's solution](#)

106.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nuris's solution](#)

107.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nuris's solution](#)

108.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,764 global accepts · Rating: 800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

109.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

110.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Nuris's solution](#)

111.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

112.

1754A

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

Quality: 24,870 global accepts · Rating: 800 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

113.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

114.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

115.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nuris's solution](#)

116.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

117.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nuris's solution](#)

118.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Nuris's solution](#)

119.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,935 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nuris's solution](#)

120.

1810A

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

Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Nuris's solution](#)

121.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

122.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Nuris's solution](#)

123.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nuris's solution](#)

124.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Nuris's solution](#)

125.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Nuris's solution](#)

126.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

127.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

128.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Nuris's solution](#)

129.

1783A

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

Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Nuris's solution](#)

130.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Nuris's solution](#)

131.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Nuris's solution](#)

132.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Nuris's solution](#)

133.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

134.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,443 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

135.

1767B

[Block Towers](#) · [Tutorial](#)

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

[Nuris's solution](#)

136.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

137.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Nuris's solution](#)

138.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,070 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

139.

1769A

[B47CmDò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[Nuris's solution](#)

140.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Nuris's solution](#)

141.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

142.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,271 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Nuris's solution](#)

143.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Nuris's solution](#)

144.

1760B

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

Quality: 53,351 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Nuris's solution](#)

145.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Nuris's solution](#)

146.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

147.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Nuris's solution](#)

148.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

149.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

150.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

151.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

152.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[Nuris's solution](#)

153.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Nuris's solution](#)

154.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

155.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

156.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,805 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

157.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Nuris's solution](#)

158.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Nuris's solution](#)

159.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

160.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Nuris's solution](#)

161.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

162.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Nuris's solution](#)

163.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

164.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Nuris's solution](#)

165.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

166.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

167.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Nuris's solution](#)

168.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nuris's solution](#)

169.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

170.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

171.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Nuris's solution](#)

172.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nuris's solution](#)

173.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[Nuris's solution](#)

174.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,768 global accepts · Rating: 800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nuris's solution](#)

175.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

176.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[Nuris's solution](#)

177.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nuris's solution](#)

178.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Nuris's solution](#)

179.

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation
[Nuris's solution](#)

180.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nuris's solution](#)

181.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Nuris's solution](#)

182.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,428 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

183.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Nuris's solution](#)

184.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[Nuris's solution](#)

185.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[Nuris's solution](#)

186.

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Nuris's solution](#)

187.

1702B

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

Quality: 29,309 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

188.

1702A

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

Quality: 38,183 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Nuris's solution](#)

189.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

190.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nuris's solution](#)

191.

1699A

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

Quality: 24,781 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nuris's solution](#)

192.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Nuris's solution](#)

193.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Nuris's solution](#)

194.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Nuris's solution](#)

195.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[Nuris's solution](#)

196.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

197.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

198.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[Nuris's solution](#)

199.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,099 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Nuris's solution](#)

200.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

201.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,638 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

202.

1688B

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

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Nuris's solution](#)

203.

1688A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Nuris's solution](#)

204.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
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1672A

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1612A

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1584A

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332.

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336.

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472A

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1150A

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104A

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1400A

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1325B

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396.

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397.

802G1

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399.

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731A

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405.

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406.

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407.

888A

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408.

22A

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409.

92A

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410.

454A

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411.

306A

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412.

747A

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413.

678A

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Quality: 15,170 global accepts · Rating: 800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

414.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

415.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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416.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,385 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

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417.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

418.

38A

[Army](#) · [Tutorial](#)

Quality: 26,490 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

419.

1487A

[Arena](#) · [Tutorial](#)

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[Nuris's solution](#)

420.

1453A

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Quality: 24,281 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

421.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Nuris's solution](#)

422.

155A

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

Quality: 93,683 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Nuris's solution](#)

423.

61A

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

Quality: 136,236 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

424.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,574 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

425.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,585 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

426.

339A

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Quality: 275,447 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Nuris's solution](#)

427.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Nuris's solution](#)

428.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Nuris's solution](#)

429.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,956 global accepts · Rating: 800 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

430.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

431.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,420 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

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432.

268A

[Games](#) · [Tutorial](#)

Quality: 104,233 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Nuris's solution](#)

433.

112A

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

Quality: 287,327 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

434.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Nuris's solution](#)

435.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Nuris's solution](#)

436.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

437.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

438.

1335A

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Quality: 104,818 global accepts · Rating: 800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

439.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,915 global accepts · Rating: 800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

440.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

441.

59A

[Word](#) · [Tutorial](#)

Quality: 228,003 global accepts · Rating: 800 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

442.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,503 global accepts · Rating: 800 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

443.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Nuris's solution](#)

444.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,943 global accepts · Rating: 800 · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

445.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,781 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Nuris's solution](#)

446.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nuris's solution](#)

447.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

448.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Nuris's solution](#)

449.

432A

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Quality: 69,515 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Nuris's solution](#)

450.

110A

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

Quality: 199,544 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

451.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,444 global accepts · Rating: 800 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

452.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,251 global accepts · Rating: 800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

453.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

454.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,693 global accepts · Rating: 800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Nuris's solution](#)

455.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,937 global accepts · Rating: 800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Nuris's solution](#)

456.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,213 global accepts · Rating: 800 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Nuris's solution](#)

457.

1328A

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

Quality: 131,934 global accepts · Rating: 800 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

458.

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Nuris's solution](#)

459.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

460.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nuris's solution](#)

461.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Nuris's solution](#)

462.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

463.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nuris's solution](#)

464.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

465.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Nuris's solution](#)

466.

750A

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

Quality: 92,571 global accepts · Rating: 800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[Nuris's solution](#)

467.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

468.

281A

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

Quality: 271,062 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

469.

266A

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

Quality: 244,640 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

470.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,962 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

471.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,519 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

472.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

473.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,988 global accepts · Rating: 800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

474.

467A

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

Quality: 155,977 global accepts · Rating: 800 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

475.

228A

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

Quality: 139,845 global accepts · Rating: 800 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

476.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

477.

721A

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Quality: 19,353 global accepts · Rating: 800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

478.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,548 global accepts · Rating: 800 · first AC: 2019-12-14 · last AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Nuris's solution](#)

479.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

480.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

481.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

482.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Nuris's solution](#)

483.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,577 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

484.

1065A

[Vasya and Chocolate](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

485.

1006A

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Quality: 22,875 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

486.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

487.

378A

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Quality: 25,937 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Nuris's solution](#)

488.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

489.

758A

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Quality: 75,317 global accepts · Rating: 800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

490.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

491.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,310 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

492.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,287 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

493.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Nuris's solution](#)

494.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,814 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

495.

1154A

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

Quality: 87,082 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

496.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

497.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

498.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,804 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

499.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

500.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Nuris's solution](#)

501.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,370 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

502.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,977 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[Nuris's solution](#)

503.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

504.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 800 · first AC: 2019-12-25 · last AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nuris's solution](#)

505.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

506.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

507.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nuris's solution](#)

508.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Nuris's solution](#)

509.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

510.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

511.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,255 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

512.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,135 global accepts · Rating: 800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

513.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Nuris's solution](#)

514.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,737 global accepts · Rating: 800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[Nuris's solution](#)

515.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Nuris's solution](#)

516.

486A

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

Quality: 154,176 global accepts · Rating: 800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

517.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,239 global accepts · Rating: 800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

518.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2019-12-21 · last AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

519.

282A

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520.

200B

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521.

707A

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522.

263A

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523.

1281A

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524.

71A

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525.

734A

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526.

672A

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527.

599A

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528.

1148A

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529.

1196A

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530.

1173A

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703A

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532.

581A

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533.

677A

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534.

617A

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535.

1186A

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536.

959A

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537.

996A

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538.

785A

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539.

705A

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540.

791A

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977A

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542.

1030A

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544.

1666D

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545.

1089L

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546.

2148C

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547.

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1845B

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562.

1248B

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563.

1828B

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566.

1806B

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567.

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263B

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1732B

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1737A

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1705B

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1665B

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1650B

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991B

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709A

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1585B

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603.

1106C

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605.

1057A

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608.

1612B

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609.

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610.

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318A

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612.

115A

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614.

26A

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615.

1607B

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616.

1606A

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617.

1593B

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116C

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619.

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620.

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Quality: 66,040 global accepts · Rating: 900 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Nuris's solution](#)

624.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,399 global accepts · Rating: 900 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Nuris's solution](#)

625.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,993 global accepts · Rating: 900 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[Nuris's solution](#)

626.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[Nuris's solution](#)

627.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Nuris's solution](#)

628.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,268 global accepts · Rating: 900 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Nuris's solution](#)

629.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

630.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Nuris's solution](#)

631.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Nuris's solution](#)

632.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Nuris's solution](#)

633.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nuris's solution](#)

634.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[Nuris's solution](#)

635.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,401 global accepts · Rating: 900 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Nuris's solution](#)

636.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

637.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

638.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,928 global accepts · Rating: 900 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nuris's solution](#)

639.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2021-09-09 · Python 3 (first AC) · Tags: implementation, strings

[Nuris's solution](#)

640.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Nuris's solution](#)

641.

205A

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

Quality: 25,230 global accepts · Rating: 900 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

642.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

643.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Nuris's solution](#)

644.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

645.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

646.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

647.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

648.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,720 global accepts · Rating: 900 · first AC: 2021-03-29 · Python 3 (first AC) · Tags: implementation

[Nuris's solution](#)

649.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Nuris's solution](#)

650.

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nuris's solution](#)

651.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

652.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

653.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,056 global accepts · Rating: 900 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Nuris's solution](#)

654.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,713 global accepts · Rating: 900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Nuris's solution](#)

655.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Nuris's solution](#)

656.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

657.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

658.

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nuris's solution](#)

659.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

660.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,028 global accepts · Rating: 900 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

661.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,503 global accepts · Rating: 900 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Nuris's solution](#)

662.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Nuris's solution](#)

663.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[Nuris's solution](#)

664.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,819 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Nuris's solution](#)

665.

2148D

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

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Nuris's solution](#)

666.

2093C

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

Quality: 30,852 global accepts · Rating: 1000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Nuris's solution](#)

667.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Nuris's solution](#)

668.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Nuris's solution](#)

669.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1000 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
[Nuris's solution](#)

670.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,824 global accepts · Rating: 1000 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[Nuris's solution](#)

671.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,108 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

672.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nuris's solution](#)

673.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,752 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Nuris's solution](#)

674.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Nuris's solution](#)

675.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math

[Nuris's solution](#)

676.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

677.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nuris's solution](#)

678.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Nuris's solution](#)

679.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Nuris's solution](#)

680.

1859B

[Ol'ya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Nuris's solution](#)

681.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nuris's solution](#)

682.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

683.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Nuris's solution](#)

684.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

685.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

686.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

687.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,592 global accepts · Rating: 1000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Nuris's solution](#)

688.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

689.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

690.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2021-10-11 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Nuris's solution](#)

691.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nuris's solution](#)

692.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Nuris's solution](#)

693.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[Nuris's solution](#)

694.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nuris's solution](#)

695.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Nuris's solution](#)

696.

1781B

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

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Nuris's solution](#)

697.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Nuris's solution](#)

698.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Nuris's solution](#)

699.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Nuris's solution](#)

700.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Nuris's solution](#)

701.

1769B1

[A=>C008D>C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math
[Nuris's solution](#)

702.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

703.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Nuris's solution](#)

704.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Nuris's solution](#)

705.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nuris's solution](#)

706.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

707.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

708.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Nuris's solution](#)

709.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Nuris's solution](#)

710.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Nuris's solution](#)

711.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

712.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Nuris's solution](#)

713.

1419D1

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

Quality: 26,389 global accepts · Rating: 1000 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Nuris's solution](#)

714.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,065 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Nuris's solution](#)

715.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Nuris's solution](#)

716.

1674C

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

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[Nuris's solution](#)

717.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nuris's solution](#)

718.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Nuris's solution](#)

719.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,515 global accepts · Rating: 1000 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

720.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Nuris's solution](#)

721.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

722.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Nuris's solution](#)

723.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

724.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,028 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, math

[Nuris's solution](#)

725.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[Nuris's solution](#)

726.

476A

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

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727.

1243B1

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Quality: 15,360 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: strings

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728.

1622B

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729.

1620B

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730.

616B

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731.

1165B

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732.

622A

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733.

1249B1

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Quality: 22,293 global accepts · Rating: 1000 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

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734.

3A

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Quality: 22,149 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

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735.

1613B

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736.

1614B

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737.

1611C

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738.

1515B

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739.

368A

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740.

659A

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741.

1373A

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742.

1490B

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Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Nuris's solution](#)

743.

1469A

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Quality: 30,035 global accepts · Rating: 1000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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744.

1333A

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745.

1358B

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746.

1521A

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747.

978C

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748.

441A

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[Nuris's solution](#)

749.

219A

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Quality: 32,332 global accepts · Rating: 1000 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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750.

1253A

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751.

389A

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Quality: 14,978 global accepts · Rating: 1000 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nuris's solution](#)

752.

1141A

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753.

1293B

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754.

1353C

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755.

1605B

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756.

1584B

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757.

1359A

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758.

742A

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759.

499B

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760.

1073A

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761.

1476A

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762.

404A

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763.

102B

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764.

1111A

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Quality: 18,097 global accepts · Rating: 1000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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765.

75A

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766.

1607C

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Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

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767.

1359B

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[Nuris's solution](#)

768.

1077B

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769.

1257B

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Quality: 22,525 global accepts · Rating: 1000 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nuris's solution](#)

770.

1260A

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771.

272A

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Quality: 27,680 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

772.

515A

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[Nuris's solution](#)

773.

1593C

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774.

17A

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775.

1033A

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776.

1020B

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777.

1566C

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778.

1182A

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779.

577A

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780.

766B

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[Nuris's solution](#)

781.

766A

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782.

1342A

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[Nuris's solution](#)

783.

1374C

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[Nuris's solution](#)

784.

1579E1

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785.

237A

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786.

732B

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787.

268B

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788.

680B

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789.

37A

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790.

124A

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791.

43A

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792.

909A

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Quality: 10,365 global accepts · Rating: 1000 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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793.

1326A

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794.

859B

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795.

579A

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Quality: 78,951 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Nuris's solution](#)

796.

182B

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797.

844A

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798.

1256A

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Quality: 32,436 global accepts · Rating: 1000 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

799.

500A

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Quality: 62,713 global accepts · Rating: 1000 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Nuris's solution](#)

800.

339B

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801.

1A

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Quality: 320,314 global accepts · Rating: 1000 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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802.

230A

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803.

58A

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[Nuris's solution](#)

804.

450A

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805.

1418A

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[Nuris's solution](#)

806.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2021-04-05 · Python 3 (first AC) · Tags: implementation, strings

[Nuris's solution](#)

807.

118A

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[Nuris's solution](#)

808.

379A

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[Nuris's solution](#)

809.

479A

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[Nuris's solution](#)

810.

886A

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Quality: 11,216 global accepts · Rating: 1000 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Nuris's solution](#)

811.

610A

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Quality: 27,559 global accepts · Rating: 1000 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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812.

584A

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Quality: 52,620 global accepts · Rating: 1000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math
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813.

805A

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Quality: 19,173 global accepts · Rating: 1000 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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814.

991A

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Quality: 11,232 global accepts · Rating: 1000 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Nuris's solution](#)

815.

122A

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Quality: 149,835 global accepts · Rating: 1000 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[Nuris's solution](#)

816.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Nuris's solution](#)

817.

688B

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Quality: 36,025 global accepts · Rating: 1000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Nuris's solution](#)

818.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: math
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819.

2185D

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Quality: 20,696 global accepts · Rating: 1100 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers
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820.

2179C

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Quality: 22,311 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[Nuris's solution](#)

821.

2160B

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Quality: 17,764 global accepts · Rating: 1100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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822.

2155B

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Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

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823.

2131C

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Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Nuris's solution](#)

824.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Nuris's solution](#)

825.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

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826.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Nuris's solution](#)

827.

2086B

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Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Nuris's solution](#)

828.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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829.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Nuris's solution](#)

830.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[Nuris's solution](#)

831.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Nuris's solution](#)

832.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Nuris's solution](#)

833.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

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834.

1905B

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

[Nuris's solution](#)

835.

1901B

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Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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836.

1884B

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Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

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837.

1863C

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Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nuris's solution](#)

838.

1863B

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Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Nuris's solution](#)

839.

382A

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Quality: 13,668 global accepts · Rating: 1100 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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840.

1797B

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Quality: 24,623 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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841.

1842B

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Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Nuris's solution](#)

842.

1836B

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Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Nuris's solution](#)

843.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nuris's solution](#)

844.

1840B

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Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math
[Nuris's solution](#)

845.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Nuris's solution](#)

846.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nuris's solution](#)

847.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings
[Nuris's solution](#)

848.

1099B

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Quality: 11,478 global accepts · Rating: 1100 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math
[Nuris's solution](#)

849.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers
[Nuris's solution](#)

850.

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Nuris's solution](#)

851.

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Nuris's solution](#)

852.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Nuris's solution](#)

853.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

854.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Nuris's solution](#)

855.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: *special, greedy, sortings

[Nuris's solution](#)

856.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Nuris's solution](#)

857.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Nuris's solution](#)

858.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

859.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Nuris's solution](#)

860.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[Nuris's solution](#)

861.

1739B

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Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

862.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[Nuris's solution](#)

863.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[Nuris's solution](#)

864.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Nuris's solution](#)

865.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Nuris's solution](#)

866.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Nuris's solution](#)

867.

1708B

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

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nuris's solution](#)

868.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Nuris's solution](#)

869.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nuris's solution](#)

870.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Nuris's solution](#)

871.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[Nuris's solution](#)

872.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Nuris's solution](#)

873.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Nuris's solution](#)

874.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Nuris's solution](#)

875.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 1100 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

876.

1673B

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

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Nuris's solution](#)

877.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nuris's solution](#)

878.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

879.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Nuris's solution](#)

880.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Nuris's solution](#)

881.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[Nuris's solution](#)

882.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Nuris's solution](#)

883.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Nuris's solution](#)

884.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Nuris's solution](#)

885.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
[Nuris's solution](#)

886.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Nuris's solution](#)

887.

1624C

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

Quality: 26,842 global accepts · Rating: 1100 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[Nuris's solution](#)

888.

1625B

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

Quality: 16,861 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Nuris's solution](#)

889.

104B

[Testing Pants for Sadness](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math
[Nuris's solution](#)

890.

1616B

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891.

1623B

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Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[Nuris's solution](#)

892.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 1100 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Nuris's solution](#)

893.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,008 global accepts · Rating: 1100 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation,

sortings

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894.

501B

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Quality: 19,425 global accepts · Rating: 1100 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, strings

[Nuris's solution](#)

895.

467B

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Quality: 42,862 global accepts · Rating: 1100 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Nuris's solution](#)

896.

1618C

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Quality: 32,410 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

897.

1511C

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Quality: 32,814 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Nuris's solution](#)

898.

767A

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Quality: 22,693 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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899.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nuris's solution](#)

900.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,663 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Nuris's solution](#)

901.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Nuris's solution](#)

902.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Nuris's solution](#)

903.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,831 global accepts · Rating: 1100 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Nuris's solution](#)

904.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[Nuris's solution](#)

905.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths
[Nuris's solution](#)

906.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, implementation
[Nuris's solution](#)

907.

463B

[Caixa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Nuris's solution](#)

908.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Nuris's solution](#)

909.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[Nuris's solution](#)

910.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,514 global accepts · Rating: 1100 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[Nuris's solution](#)

911.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,394 global accepts · Rating: 1100 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Nuris's solution](#)

912.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Nuris's solution](#)

913.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[Nuris's solution](#)

914.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,521 global accepts · Rating: 1100 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Nuris's solution](#)

915.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[Nuris's solution](#)

916.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,371 global accepts · Rating: 1100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

917.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nuris's solution](#)

918.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Nuris's solution](#)

919.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nuris's solution](#)

920.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

921.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nuris's solution](#)

922.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,894 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

923.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,338 global accepts · Rating: 1100 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nuris's solution](#)

924.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Nuris's solution](#)

925.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Nuris's solution](#)

926.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Nuris's solution](#)

927.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Nuris's solution](#)

928.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Nuris's solution](#)

929.

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Nuris's solution](#)

930.

706B

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

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[Nuris's solution](#)

931.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Nuris's solution](#)

932.

545B

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349A

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155B

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755B

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1327A

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158B

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651A

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949.

2175C

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950.

2172E

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2148E

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953.

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31A

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1608B

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445A

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1032.

1433D

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1033.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[Nuris's solution](#)

1034.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Nuris's solution](#)

1035.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[Nuris's solution](#)

1036.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Nuris's solution](#)

1037.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Nuris's solution](#)

1038.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Nuris's solution](#)

1039.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Nuris's solution](#)

1040.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[Nuris's solution](#)

1041.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Nuris's solution](#)

1042.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Nuris's solution](#)

1043.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

1044.

1352C

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

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Nuris's solution](#)

1045.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Nuris's solution](#)

1046.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,887 global accepts · Rating: 1200 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Nuris's solution](#)

1047.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,658 global accepts · Rating: 1200 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Nuris's solution](#)

1048.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1200 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nuris's solution](#)

1049.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

1050.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,572 global accepts · Rating: 1200 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Nuris's solution](#)

1051.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,950 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Nuris's solution](#)

1052.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Nuris's solution](#)

1053.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,411 global accepts · Rating: 1200 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

1054.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-11-11 · Python 3 (first AC) · Tags: *special, constructive algorithms, greedy

[Nuris's solution](#)

1055.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

1056.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

1057.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

1058.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Nuris's solution](#)

1059.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,867 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[Nuris's solution](#)

1060.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Nuris's solution](#)

1061.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Nuris's solution](#)

1062.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Nuris's solution](#)**1063.**

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,588 global accepts · Rating: 1200 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Nuris's solution](#)**1064.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)**1065.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Nuris's solution](#)**1066.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Nuris's solution](#)**1067.**

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Nuris's solution](#)**1068.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Nuris's solution](#)**1069.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,211 global accepts · Rating: 1200 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[Nuris's solution](#)**1070.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)**1071.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,035 global accepts · Rating: 1200 · first AC: 2021-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nuris's solution](#)

1072.

514A

[ChewbaD 6 æB çVÖ&W](#) [Tutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2021-04-20 · PyPy 3 (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

1073.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1200 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Nuris's solution](#)

1074.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[Nuris's solution](#)

1075.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms

[Nuris's solution](#)

1076.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Nuris's solution](#)

1077.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

1078.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Nuris's solution](#)

1079.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,215 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Nuris's solution](#)

1080.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

1081.

2108B

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

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Nuris's solution](#)

1082.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Nuris's solution](#)

1083.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Nuris's solution](#)

1084.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Nuris's solution](#)

1085.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

1086.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Nuris's solution](#)

1087.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Nuris's solution](#)

1088.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Nuris's solution](#)

1089.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Nuris's solution](#)

1090.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Nuris's solution](#)

1091.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Nuris's solution](#)

1092.

1902C

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Quality: 16,979 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Nuris's solution](#)

1093.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Nuris's solution](#)

1094.

1900C

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

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

[Nuris's solution](#)

1095.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Nuris's solution](#)

1096.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation

[Nuris's solution](#)

1097.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Nuris's solution](#)

1098.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Nuris's solution](#)

1099.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nuris's solution](#)

1100.

1850F

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

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Nuris's solution](#)

1101.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Nuris's solution](#)

1102.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Nuris's solution](#)

1103.

1846E1

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

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Nuris's solution](#)

1104.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

1105.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, greedy, sortings

[Nuris's solution](#)

1106.

1778B

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

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nuris's solution](#)

1107.

1754C1

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

Rating: 1300 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

1108.

1820C

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

Rating: 1300 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

1109.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Nuris's solution](#)

1110.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Nuris's solution](#)

1111.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Nuris's solution](#)

1112.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Nuris's solution](#)

1113.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Nuris's solution](#)

1114.

1769C2

[Aö>00:0 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Nuris's solution](#)

1115.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

1116.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nuris's solution](#)

1117.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 1300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[Nuris's solution](#)

1118.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nuris's solution](#)

1119.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Nuris's solution](#)

1120.

1741D

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

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Nuris's solution](#)

1121.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Nuris's solution](#)

1122.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Nuris's solution](#)

1123.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Nuris's solution](#)

1124.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[Nuris's solution](#)

1125.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

1126.

1585C

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

Quality: 12,824 global accepts · Rating: 1300 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

1127.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs
[Nuris's solution](#)

1128.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[Nuris's solution](#)

1129.

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

1130.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Nuris's solution](#)

1131.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Nuris's solution](#)

1132.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Nuris's solution](#)

1133.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Nuris's solution](#)

1134.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Nuris's solution](#)

1135.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Nuris's solution](#)

1136.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Nuris's solution](#)

1137.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

1138.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Nuris's solution](#)

1139.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

1140.

1660C

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

Quality: 22,016 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Nuris's solution](#)

1141.

1647C

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

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

1142.

1650D

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

Quality: 14,726 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Nuris's solution](#)

1143.

1649B

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

Quality: 13,960 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

1144.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · last AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nuris's solution](#)

1145.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[Nuris's solution](#)

1146.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 1300 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[Nuris's solution](#)

1147.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[Nuris's solution](#)

1148.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[Nuris's solution](#)

1149.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,949 global accepts · Rating: 1300 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[Nuris's solution](#)

1150.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[Nuris's solution](#)

1151.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

1152.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Nuris's solution](#)

1153.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

1154.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
[Nuris's solution](#)

1155.

1617C

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

Quality: 15,998 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[Nuris's solution](#)

1156.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Nuris's solution](#)

1157.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[Nuris's solution](#)

1158.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[Nuris's solution](#)

1159.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[Nuris's solution](#)

1160.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,098 global accepts · Rating: 1300 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

1161.

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[Nuris's solution](#)

1162.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[Nuris's solution](#)

1163.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,397 global accepts · Rating: 1300 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[Nuris's solution](#)

1164.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[Nuris's solution](#)

1165.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Nuris's solution](#)

1166.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Nuris's solution](#)

1167.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Nuris's solution](#)

1168.

4C

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

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Nuris's solution](#)

1169.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nuris's solution](#)

1170.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 28,000 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Nuris's solution](#)

1171.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,288 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Nuris's solution](#)

1172.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,426 global accepts · Rating: 1300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Nuris's solution](#)

1173.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,817 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Nuris's solution](#)

1174.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Nuris's solution](#)

1175.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

1176.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Nuris's solution](#)

1177.

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Nuris's solution](#)

1178.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nuris's solution](#)

1179.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Nuris's solution](#)

1180.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Nuris's solution](#)

1181.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Nuris's solution](#)

1182.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nuris's solution](#)

1183.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Nuris's solution](#)

1184.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Nuris's solution](#)

1185.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Nuris's solution](#)

1186.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Nuris's solution](#)

1187.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,538 global accepts · Rating: 1300 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Nuris's solution](#)

1188.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Nuris's solution](#)

1189.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,187 global accepts · Rating: 1300 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Nuris's solution](#)

1190.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nuris's solution](#)

1191.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nuris's solution](#)

1192.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Nuris's solution](#)

1193.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,851 global accepts · Rating: 1300 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Nuris's solution](#)

1194.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[Nuris's solution](#)

1195.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

1196.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,900 global accepts · Rating: 1300 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Nuris's solution](#)

1197.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics

[Nuris's solution](#)**1198.**

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Nuris's solution](#)**1199.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Nuris's solution](#)**1200.**

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Nuris's solution](#)**1201.**

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Nuris's solution](#)**1202.**

105971D

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)**1203.**

105971F

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)**1204.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)**1205.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,128 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Nuris's solution](#)**1206.**

2131D

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

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[Nuris's solution](#)**1207.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[Nuris's solution](#)

1208.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Nuris's solution](#)

1209.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nuris's solution](#)

1210.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Nuris's solution](#)

1211.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Nuris's solution](#)

1212.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Nuris's solution](#)

1213.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Nuris's solution](#)

1214.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nuris's solution](#)

1215.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Nuris's solution](#)

1216.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Nuris's solution](#)

1217.

1559D1

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

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Nuris's solution](#)

1218.

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Nuris's solution](#)

1219.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Nuris's solution](#)

1220.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

1221.

1901C

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

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

1222.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Nuris's solution](#)

1223.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

1224.

1860C

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

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Nuris's solution](#)

1225.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Nuris's solution](#)

1226.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Nuris's solution](#)

1227.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Nuris's solution](#)

1228.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Nuris's solution](#)

1229.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Nuris's solution](#)

1230.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Nuris's solution](#)

1231.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Nuris's solution](#)

1232.

1825C

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

Rating: 1400 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

1233.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Nuris's solution](#)

1234.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

1235.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

1236.

1769B2

[Aesop's Fable](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[Nuris's solution](#)

1237.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Nuris's solution](#)

1238.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Nuris's solution](#)

1239.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Nuris's solution](#)

1240.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Nuris's solution](#)

1241.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Nuris's solution](#)

1242.

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Nuris's solution](#)

1243.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Nuris's solution](#)

1244.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Nuris's solution](#)

1245.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Nuris's solution](#)

1246.

112C

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

Rating: 1400 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nuris's solution](#)

1247.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

1248.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Nuris's solution](#)

1249.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Nuris's solution](#)

1250.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

1251.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Nuris's solution](#)

1252.

1721C

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

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Nuris's solution](#)

1253.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Nuris's solution](#)

1254.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Nuris's solution](#)

1255.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Nuris's solution](#)

1256.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Nuris's solution](#)

1257.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[Nuris's solution](#)

1258.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

1259.

1701C

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

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Nuris's solution](#)

1260.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nuris's solution](#)

1261.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Nuris's solution](#)

1262.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Nuris's solution](#)

1263.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nuris's solution](#)

1264.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nuris's solution](#)

1265.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

1266.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Nuris's solution](#)

1267.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nuris's solution](#)

1268.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Nuris's solution](#)

1269.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Nuris's solution](#)

1270.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Nuris's solution](#)

1271.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Nuris's solution](#)

1272.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math

[Nuris's solution](#)

1273.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[Nuris's solution](#)

1274.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,809 global accepts · Rating: 1400 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nuris's solution](#)

1275.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,473 global accepts · Rating: 1400 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Nuris's solution](#)

1276.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Nuris's solution](#)

1277.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Nuris's solution](#)

1278.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Nuris's solution](#)

1279.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[Nuris's solution](#)

1280.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Nuris's solution](#)

1281.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nuris's solution](#)

1282.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

1283.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Nuris's solution](#)

1284.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Nuris's solution](#)

1285.

369B

[Valera and Contest](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Nuris's solution](#)

1286.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 1400 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu

[Nuris's solution](#)

1287.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, sortings

[Nuris's solution](#)

1288.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,875 global accepts · Rating: 1400 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1289.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Nuris's solution](#)

1290.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Nuris's solution](#)

1291.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1292.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Nuris's solution](#)

1293.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Nuris's solution](#)

1294.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nuris's solution](#)

1295.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,767 global accepts · Rating: 1400 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Nuris's solution](#)

1296.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Nuris's solution](#)

1297.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Nuris's solution](#)

1298.

1167C

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

Quality: 26,014 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Nuris's solution](#)

1299.

475B

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

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs,

implementation

[Nuris's solution](#)

1300.

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Nuris's solution](#)

1301.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Nuris's solution](#)

1302.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nuris's solution](#)

1303.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Nuris's solution](#)

1304.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Nuris's solution](#)

1305.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,208 global accepts · Rating: 1400 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Nuris's solution](#)

1306.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nuris's solution](#)

1307.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

1308.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

1309.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 1500 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Nuris's solution](#)

1310.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[Nuris's solution](#)

1311.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,032 global accepts · Rating: 1500 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Nuris's solution](#)

1312.

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Nuris's solution](#)

1313.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Nuris's solution](#)

1314.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Nuris's solution](#)

1315.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Nuris's solution](#)

1316.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Nuris's solution](#)

1317.

2121E

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

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Nuris's solution](#)

1318.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Nuris's solution](#)

1319.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 1500 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Nuris's solution](#)

1320.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Nuris's solution](#)

1321.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Nuris's solution](#)

1322.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Nuris's solution](#)

1323.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Nuris's solution](#)

1324.

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Nuris's solution](#)

1325.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Nuris's solution](#)

1326.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Nuris's solution](#)

1327.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Nuris's solution](#)

1328.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Nuris's solution](#)

1329.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nuris's solution](#)

1330.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Nuris's solution](#)

1331.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Nuris's solution](#)

1332.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

1333.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Nuris's solution](#)

1334.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nuris's solution](#)

1335.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Nuris's solution](#)

1336.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Nuris's solution](#)

1337.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Nuris's solution](#)

1338.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search

[Nuris's solution](#)

1339.

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1340.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nuris's solution](#)

1341.

1754C2

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

Rating: 1500 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Nuris's solution](#)

1342.

1818C

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

Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Nuris's solution](#)

1343.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Nuris's solution](#)

1344.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Nuris's solution](#)

1345.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2022-02-14 · last AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[Nuris's solution](#)

1346.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

1347.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Nuris's solution](#)

1348.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Nuris's solution](#)

1349.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Nuris's solution](#)

1350.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Nuris's solution](#)

1351.

53D

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

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Nuris's solution](#)

1352.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Nuris's solution](#)

1353.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

1354.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

1355.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

1356.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Nuris's solution](#)

1357.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Nuris's solution](#)

1358.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation

[Nuris's solution](#)

1359.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

1360.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Nuris's solution](#)

1361.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nuris's solution](#)

1362.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Nuris's solution](#)

1363.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Nuris's solution](#)

1364.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

1365.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

1366.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Nuris's solution](#)

1367.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Nuris's solution](#)

1368.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,865 global accepts · Rating: 1500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Nuris's solution](#)

1369.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Nuris's solution](#)

1370.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Nuris's solution](#)

1371.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nuris's solution](#)

1372.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[Nuris's solution](#)

1373.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[Nuris's solution](#)

1374.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Nuris's solution](#)

1375.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Nuris's solution](#)

1376.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy
[Nuris's solution](#)

1377.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Nuris's solution](#)

1378.

1368B

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

Quality: 21,443 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[Nuris's solution](#)

1379.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[Nuris's solution](#)

1380.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Nuris's solution](#)

1381.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[Nuris's solution](#)

1382.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Nuris's solution](#)

1383.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nuris's solution](#)

1384.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Nuris's solution](#)

1385.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Nuris's solution](#)

1386.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Nuris's solution](#)

1387.

1526C1

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

Quality: 27,192 global accepts · Rating: 1500 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Nuris's solution](#)

1388.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nuris's solution](#)

1389.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

1390.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,885 global accepts · Rating: 1500 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Nuris's solution](#)

1391.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nuris's solution](#)

1392.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Nuris's solution](#)

1393.

1711C

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

Rating: 1500 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

1394.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1500 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nuris's solution](#)

1395.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Nuris's solution](#)

1396.

1419D2

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

Quality: 17,419 global accepts · Rating: 1500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Nuris's solution](#)

1397.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,996 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Nuris's solution](#)

1398.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Nuris's solution](#)

1399.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,381 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Nuris's solution](#)

1400.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Nuris's solution](#)

1401.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Nuris's solution](#)

1402.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nuris's solution](#)

1403.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

1404.

873B

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

Quality: 9,111 global accepts · Rating: 1500 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Nuris's solution](#)

1405.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Nuris's solution](#)

1406.

1490F

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

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Nuris's solution](#)

1407.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,023 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Nuris's solution](#)

1408.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Nuris's solution](#)

1409.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[Nuris's solution](#)

1410.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,521 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Nuris's solution](#)

1411.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[Nuris's solution](#)

1412.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, strings

[Nuris's solution](#)

1413.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, strings, two pointers

[Nuris's solution](#)

1414.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Nuris's solution](#)

1415.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Nuris's solution](#)

1416.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Nuris's solution](#)

1417.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

1418.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

1419.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[Nuris's solution](#)

1420.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Nuris's solution](#)

1421.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,482 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nuris's solution](#)

1422.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[Nuris's solution](#)

1423.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Nuris's solution](#)

1424.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nuris's solution](#)

1425.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Nuris's solution](#)

1426.

1542B

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

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nuris's solution](#)

1427.

977E

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

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Nuris's solution](#)

1428.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Nuris's solution](#)

1429.

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Nuris's solution](#)

1430.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Nuris's solution](#)

1431.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Nuris's solution](#)

1432.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Nuris's solution](#)

1433.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,563 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Nuris's solution](#)

1434.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nuris's solution](#)

1435.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Nuris's solution](#)

1436.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Nuris's solution](#)

1437.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Nuris's solution](#)

1438.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[Nuris's solution](#)

1439.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,495 global accepts · Rating: 1500 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Nuris's solution](#)

1440.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,622 global accepts · Rating: 1500 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[Nuris's solution](#)

1441.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[Nuris's solution](#)

1442.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,938 global accepts · Rating: 1500 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Nuris's solution](#)

1443.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers

[Nuris's solution](#)

1444.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 1500 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Nuris's solution](#)

1445.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[Nuris's solution](#)

1446.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nuris's solution](#)

1447.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,650 global accepts · Rating: 1500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Nuris's solution](#)

1448.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Nuris's solution](#)

1449.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nuris's solution](#)

1450.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[Nuris's solution](#)

1451.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Nuris's solution](#)

1452.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Nuris's solution](#)

1453.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[Nuris's solution](#)

1454.

2084D

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

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Nuris's solution](#)

1455.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Nuris's solution](#)

1456.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Nuris's solution](#)

1457.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[Nuris's solution](#)

1458.

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

1459.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Nuris's solution](#)

1460.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-14 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nuris's solution](#)

1461.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Nuris's solution](#)

1462.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

1463.

1862E

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

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nuris's solution](#)

1464.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Nuris's solution](#)

1465.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Nuris's solution](#)

1466.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Nuris's solution](#)

1467.

1843E

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

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Nuris's solution](#)

1468.

1840E

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

Quality: 9,310 global accepts · Rating: 1600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Nuris's solution](#)

1469.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Nuris's solution](#)

1470.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[Nuris's solution](#)

1471.

1754D

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

Rating: 1600 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

1472.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,846 global accepts · Rating: 1600 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nuris's solution](#)

1473.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Nuris's solution](#)

1474.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nuris's solution](#)

1475.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Nuris's solution](#)

1476.

1775C

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

Quality: 14,216 global accepts · Rating: 1600 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Nuris's solution](#)

1477.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nuris's solution](#)

1478.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,381 global accepts · Rating: 1600 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Nuris's solution](#)

1479.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Nuris's solution](#)

1480.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,849 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Nuris's solution](#)

1481.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers

[Nuris's solution](#)

1482.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

1483.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nuris's solution](#)

1484.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Nuris's solution](#)

1485.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Nuris's solution](#)

1486.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Nuris's solution](#)

1487.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: trees

[Nuris's solution](#)

1488.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Nuris's solution](#)

1489.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Nuris's solution](#)

1490.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Nuris's solution](#)

1491.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Nuris's solution](#)

1492.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,402 global accepts · Rating: 1600 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[Nuris's solution](#)

1493.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Nuris's solution](#)

1494.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Nuris's solution](#)

1495.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers

[Nuris's solution](#)

1496.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1600 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Nuris's solution](#)

1497.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Nuris's solution](#)

1498.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Nuris's solution](#)

1499.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,506 global accepts · Rating: 1600 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Nuris's solution](#)

1500.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Nuris's solution](#)

1501.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Nuris's solution](#)

1502.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Nuris's solution](#)

1503.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Nuris's solution](#)

1504.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy,

shortest paths

[Nuris's solution](#)

1505.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings, two pointers

[Nuris's solution](#)

1506.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

1507.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1600 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory, two pointers

[Nuris's solution](#)

1508.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Nuris's solution](#)

1509.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1600 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Nuris's solution](#)

1510.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1511.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings

[Nuris's solution](#)

1512.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Nuris's solution](#)

1513.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Nuris's solution](#)

1514.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Nuris's solution](#)

1515.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Nuris's solution](#)**1516.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, sortings

[Nuris's solution](#)**1517.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Nuris's solution](#)**1518.**

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nuris's solution](#)**1519.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,087 global accepts · Rating: 1600 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[Nuris's solution](#)**1520.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[Nuris's solution](#)**1521.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Nuris's solution](#)**1522.**

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)**1523.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Nuris's solution](#)**1524.**

1395C

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

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2022-08-10 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Nuris's solution](#)

1525.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Nuris's solution](#)

1526.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Nuris's solution](#)

1527.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Nuris's solution](#)

1528.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

1529.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Nuris's solution](#)

1530.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Nuris's solution](#)

1531.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Nuris's solution](#)

1532.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Nuris's solution](#)

1533.

1702E

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

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Nuris's solution](#)

1534.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Nuris's solution](#)

1535.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nuris's solution](#)

1536.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Nuris's solution](#)

1537.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[Nuris's solution](#)

1538.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Nuris's solution](#)

1539.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Nuris's solution](#)

1540.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Nuris's solution](#)

1541.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

1542.

1660E

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

Quality: 8,089 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Nuris's solution](#)

1543.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[Nuris's solution](#)

1544.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Nuris's solution](#)

1545.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Nuris's solution](#)

1546.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[Nuris's solution](#)

1547.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Nuris's solution](#)

1548.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Nuris's solution](#)

1549.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Nuris's solution](#)

1550.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Nuris's solution](#)

1551.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Nuris's solution](#)

1552.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1600 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Nuris's solution](#)

1553.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[Nuris's solution](#)

1554.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Nuris's solution](#)

1555.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,989 global accepts · Rating: 1600 · first AC: 2021-11-26 · last AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[Nuris's solution](#)

1556.

780B

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

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[Nuris's solution](#)

1557.

1165D

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

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Nuris's solution](#)

1558.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[Nuris's solution](#)

1559.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nuris's solution](#)

1560.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 1600 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Nuris's solution](#)

1561.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[Nuris's solution](#)

1562.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,652 global accepts · Rating: 1600 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory
[Nuris's solution](#)

1563.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Nuris's solution](#)

1564.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Nuris's solution](#)

1565.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,595 global accepts · Rating: 1600 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Nuris's solution](#)

1566.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Nuris's solution](#)

1567.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Nuris's solution](#)

1568.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Nuris's solution](#)

1569.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,730 global accepts · Rating: 1600 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Nuris's solution](#)

1570.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,174 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings

[Nuris's solution](#)

1571.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Nuris's solution](#)

1572.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Nuris's solution](#)

1573.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Nuris's solution](#)

1574.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Nuris's solution](#)

1575.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Nuris's solution](#)

1576.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nuris's solution](#)

1577.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

[Nuris's solution](#)

1578.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nuris's solution](#)

1579.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1700 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[Nuris's solution](#)

1580.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

1581.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nuris's solution](#)

1582.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Nuris's solution](#)

1583.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Nuris's solution](#)

1584.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Nuris's solution](#)

1585.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Nuris's solution](#)

1586.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
[Nuris's solution](#)

1587.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[Nuris's solution](#)

1588.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[Nuris's solution](#)

1589.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[Nuris's solution](#)

1590.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[Nuris's solution](#)

1591.

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
[Nuris's solution](#)

1592.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[Nuris's solution](#)

1593.

2031D

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

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[Nuris's solution](#)

1594.

1999G2

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

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
[Nuris's solution](#)

1595.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[Nuris's solution](#)

1596.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Nuris's solution](#)

1597.

1936A

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

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Nuris's solution](#)

1598.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Nuris's solution](#)

1599.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Nuris's solution](#)

1600.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Nuris's solution](#)

1601.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Nuris's solution](#)

1602.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Nuris's solution](#)

1603.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

1604.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Nuris's solution](#)

1605.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

1606.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, math
[Nuris's solution](#)

1607.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[Nuris's solution](#)

1608.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[Nuris's solution](#)

1609.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Nuris's solution](#)

1610.

1321D

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

Rating: 1700 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[Nuris's solution](#)

1611.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[Nuris's solution](#)

1612.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[Nuris's solution](#)

1613.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,147 global accepts · Rating: 1700 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers
[Nuris's solution](#)

1614.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Nuris's solution](#)

1615.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Nuris's solution](#)

1616.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Nuris's solution](#)

1617.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[Nuris's solution](#)

1618.

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[Nuris's solution](#)

1619.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,567 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Nuris's solution](#)

1620.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Nuris's solution](#)

1621.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[Nuris's solution](#)

1622.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Nuris's solution](#)

1623.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[Nuris's solution](#)

1624.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[Nuris's solution](#)

1625.

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[Nuris's solution](#)

1626.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Nuris's solution](#)

1627.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[Nuris's solution](#)

1628.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1700 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Nuris's solution](#)

1629.

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Nuris's solution](#)

1630.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1631.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Nuris's solution](#)

1632.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Nuris's solution](#)

1633.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Nuris's solution](#)

1634.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1700 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Nuris's solution](#)

1635.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Nuris's solution](#)

1636.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

strings

[Nuris's solution](#)

1637.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Nuris's solution](#)

1638.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[Nuris's solution](#)

1639.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Nuris's solution](#)

1640.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Nuris's solution](#)

1641.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Nuris's solution](#)

1642.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Nuris's solution](#)

1643.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Nuris's solution](#)

1644.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Nuris's solution](#)

1645.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Nuris's solution](#)

1646.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Nuris's solution](#)

1647.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nuris's solution](#)

1648.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[Nuris's solution](#)

1649.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Nuris's solution](#)

1650.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

1651.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Nuris's solution](#)

1652.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Nuris's solution](#)

1653.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Nuris's solution](#)

1654.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

1655.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Nuris's solution](#)

1656.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Nuris's solution](#)

1657.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math
[Nuris's solution](#)

1658.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Nuris's solution](#)

1659.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[Nuris's solution](#)

1660.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Nuris's solution](#)

1661.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math
[Nuris's solution](#)

1662.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[Nuris's solution](#)

1663.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Nuris's solution](#)

1664.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math
[Nuris's solution](#)

1665.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu
[Nuris's solution](#)

1666.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[Nuris's solution](#)

1667.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Nuris's solution](#)

1668.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Nuris's solution](#)

1669.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,437 global accepts · Rating: 1700 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Nuris's solution](#)

1670.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1700 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Nuris's solution](#)

1671.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nuris's solution](#)

1672.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Nuris's solution](#)

1673.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Nuris's solution](#)

1674.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Nuris's solution](#)

1675.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Nuris's solution](#)

1676.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1677.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Nuris's solution](#)

1678.

1392D

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

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

1679.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, strings

[Nuris's solution](#)

1680.

4D

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

Quality: 12,115 global accepts · Rating: 1700 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Nuris's solution](#)

1681.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Nuris's solution](#)

1682.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Nuris's solution](#)

1683.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Nuris's solution](#)

1684.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Nuris's solution](#)

1685.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Nuris's solution](#)

1686.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Nuris's solution](#)

1687.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[Nuris's solution](#)

1688.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation
[Nuris's solution](#)

1689.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory
[Nuris's solution](#)

1690.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Nuris's solution](#)

1691.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[Nuris's solution](#)

1692.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle
[Nuris's solution](#)

1693.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,014 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, divide and conquer, math
[Nuris's solution](#)

1694.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[Nuris's solution](#)

1695.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Nuris's solution](#)

1696.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[Nuris's solution](#)

1697.

1625C

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

Quality: 13,293 global accepts · Rating: 1700 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1698.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nuris's solution](#)

1699.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[Nuris's solution](#)

1700.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nuris's solution](#)

1701.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nuris's solution](#)

1702.

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Nuris's solution](#)

1703.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

1704.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Nuris's solution](#)

1705.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Nuris's solution](#)

1706.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Nuris's solution](#)

1707.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Nuris's solution](#)

1708.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Nuris's solution](#)

1709.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Nuris's solution](#)

1710.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Nuris's solution](#)

1711.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nuris's solution](#)

1712.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Nuris's solution](#)

1713.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,087 global accepts · Rating: 1700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

1714.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2022-02-04 · last AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[Nuris's solution](#)

1715.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nuris's solution](#)

1716.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1717.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Nuris's solution](#)

1718.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, shortest paths

[Nuris's solution](#)

1719.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Nuris's solution](#)

1720.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Nuris's solution](#)

1721.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Nuris's solution](#)

1722.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Nuris's solution](#)

1723.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,105 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Nuris's solution](#)

1724.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Nuris's solution](#)

1725.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1726.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

1727.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[Nuris's solution](#)

1728.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[Nuris's solution](#)

1729.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Nuris's solution](#)

1730.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,832 global accepts · Rating: 1700 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings
[Nuris's solution](#)

1731.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[Nuris's solution](#)

1732.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Nuris's solution](#)

1733.

339D

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

Quality: 32,560 global accepts · Rating: 1700 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[Nuris's solution](#)

1734.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Nuris's solution](#)

1735.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[Nuris's solution](#)

1736.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Nuris's solution](#)

1737.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,312 global accepts · Rating: 1800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
[Nuris's solution](#)

1738.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[Nuris's solution](#)

1739.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Nuris's solution](#)

1740.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Nuris's solution](#)

1741.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,138 global accepts · Rating: 1800 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

1742.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Nuris's solution](#)

1743.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,597 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Nuris's solution](#)

1744.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,128 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Nuris's solution](#)

1745.

2093F

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

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Nuris's solution](#)

1746.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Nuris's solution](#)

1747.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Nuris's solution](#)

1748.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Nuris's solution](#)

1749.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Nuris's solution](#)

1750.

471D

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

Quality: 10,278 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[Nuris's solution](#)

1751.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Nuris's solution](#)

1752.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Nuris's solution](#)

1753.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Nuris's solution](#)

1754.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Nuris's solution](#)

1755.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Nuris's solution](#)

1756.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Nuris's solution](#)

1757.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Nuris's solution](#)

1758.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Nuris's solution](#)

1759.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Nuris's solution](#)

1760.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

1761.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Nuris's solution](#)

1762.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

1763.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Nuris's solution](#)

1764.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

1765.

1862F

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

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Nuris's solution](#)

1766.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Nuris's solution](#)

1767.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, sortings

[Nuris's solution](#)

1768.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[Nuris's solution](#)

1769.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Nuris's solution](#)

1770.

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Nuris's solution](#)

1771.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Nuris's solution](#)

1772.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Nuris's solution](#)

1773.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Nuris's solution](#)

1774.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Nuris's solution](#)

1775.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Nuris's solution](#)

1776.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Nuris's solution](#)

1777.

1825D1

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

Rating: 1800 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Nuris's solution](#)

1778.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

1779.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nuris's solution](#)

1780.

911D

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

Quality: 5,109 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Nuris's solution](#)

1781.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: games

[Nuris's solution](#)

1782.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

1783.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Nuris's solution](#)

1784.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,539 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Nuris's solution](#)

1785.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp

[Nuris's solution](#)

1786.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Nuris's solution](#)

1787.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Nuris's solution](#)

1788.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Nuris's solution](#)

1789.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Nuris's solution](#)

1790.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Nuris's solution](#)

1791.

1758D

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

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Nuris's solution](#)

1792.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Nuris's solution](#)

1793.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Nuris's solution](#)

1794.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,910 global accepts · Rating: 1800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[Nuris's solution](#)

1795.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Nuris's solution](#)

1796.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Nuris's solution](#)

1797.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Nuris's solution](#)

1798.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Nuris's solution](#)

1799.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Nuris's solution](#)

1800.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[Nuris's solution](#)

1801.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers
[Nuris's solution](#)

1802.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[Nuris's solution](#)

1803.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[Nuris's solution](#)

1804.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nuris's solution](#)

1805.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[Nuris's solution](#)

1806.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2022-07-08 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings
[Nuris's solution](#)

1807.

1769D1

[A, 3D, 0, C! CT2DôBC=C I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp
[Nuris's solution](#)

1808.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
[Nuris's solution](#)

1809.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Nuris's solution](#)

1810.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Nuris's solution](#)

1811.

863D

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

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nuris's solution](#)

1812.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Nuris's solution](#)

1813.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Nuris's solution](#)

1814.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Nuris's solution](#)

1815.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,536 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Nuris's solution](#)

1816.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

1817.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Nuris's solution](#)

1818.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Nuris's solution](#)

1819.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and

conquer

[Nuris's solution](#)

1820.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Nuris's solution](#)

1821.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[Nuris's solution](#)

1822.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Nuris's solution](#)

1823.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Nuris's solution](#)

1824.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nuris's solution](#)

1825.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1826.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

1827.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Nuris's solution](#)

1828.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Nuris's solution](#)

1829.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Nuris's solution](#)

1830.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,945 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, implementation

[Nuris's solution](#)

1831.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Nuris's solution](#)

1832.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[Nuris's solution](#)

1833.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Nuris's solution](#)

1834.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Nuris's solution](#)

1835.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nuris's solution](#)

1836.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Nuris's solution](#)

1837.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, two pointers

[Nuris's solution](#)

1838.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Nuris's solution](#)

1839.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 1800 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Nuris's solution](#)

1840.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Nuris's solution](#)

1841.

1442A

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

Quality: 9,722 global accepts · Rating: 1800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Nuris's solution](#)

1842.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Nuris's solution](#)

1843.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[Nuris's solution](#)

1844.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nuris's solution](#)

1845.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[Nuris's solution](#)

1846.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1847.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nuris's solution](#)

1848.

1221D

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Quality: 10,196 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1849.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[Nuris's solution](#)

1850.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Nuris's solution](#)

1851.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Nuris's solution](#)

1852.

580D

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Quality: 11,877 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Nuris's solution](#)

1853.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Nuris's solution](#)

1854.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Nuris's solution](#)

1855.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

1856.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Nuris's solution](#)

1857.

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Nuris's solution](#)

1858.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Nuris's solution](#)

1859.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, two pointers

[Nuris's solution](#)

1860.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nuris's solution](#)

1861.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Nuris's solution](#)

1862.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[Nuris's solution](#)

1863.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1800 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Nuris's solution](#)

1864.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Nuris's solution](#)

1865.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Nuris's solution](#)

1866.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[Nuris's solution](#)

1867.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[Nuris's solution](#)

1868.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Nuris's solution](#)

1869.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Nuris's solution](#)

1870.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Nuris's solution](#)

1871.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Nuris's solution](#)

1872.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

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[Nuris's solution](#)

1873.

1324F

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[Nuris's solution](#)

1874.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Nuris's solution](#)

1875.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Nuris's solution](#)

1876.

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

1877.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Nuris's solution](#)

1878.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Nuris's solution](#)

1879.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[Nuris's solution](#)

1880.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Nuris's solution](#)

1881.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Nuris's solution](#)

1882.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nuris's solution](#)

1883.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

1884.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Nuris's solution](#)

1885.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

1886.

2156D

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

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Nuris's solution](#)

1887.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Nuris's solution](#)

1888.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[Nuris's solution](#)

1889.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[Nuris's solution](#)

1890.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Nuris's solution](#)

1891.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

1892.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Nuris's solution](#)

1893.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[Nuris's solution](#)

1894.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Nuris's solution](#)

1895.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Nuris's solution](#)

1896.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Nuris's solution](#)

1897.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Nuris's solution](#)

1898.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Nuris's solution](#)

1899.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

[Nuris's solution](#)

1900.

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

[Nuris's solution](#)

1901.

2038G

[Guess One Character](#) · [Tutorial](#)

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1902.

372B

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1903.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

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1904.

1945F

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Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Nuris's solution](#)

1905.

1929D

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Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

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1906.

1928D

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Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Nuris's solution](#)

1907.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1900 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Nuris's solution](#)

1908.

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Nuris's solution](#)

1909.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Nuris's solution](#)

1910.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nuris's solution](#)**1911.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Nuris's solution](#)**1912.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nuris's solution](#)**1913.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nuris's solution](#)**1914.**

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[Nuris's solution](#)**1915.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Nuris's solution](#)**1916.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Nuris's solution](#)**1917.**

1846G

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

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Nuris's solution](#)**1918.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Nuris's solution](#)**1919.**

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Nuris's solution](#)

1920.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Nuris's solution](#)

1921.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Nuris's solution](#)

1922.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Nuris's solution](#)

1923.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Nuris's solution](#)

1924.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Nuris's solution](#)

1925.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nuris's solution](#)

1926.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nuris's solution](#)

1927.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[Nuris's solution](#)

1928.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nuris's solution](#)

1929.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,187 global accepts · Rating: 1900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Nuris's solution](#)

1930.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy,

implementation, two pointers

[Nuris's solution](#)

1931.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

1932.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Nuris's solution](#)

1933.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Nuris's solution](#)

1934.

1842D

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

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

[Nuris's solution](#)

1935.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Nuris's solution](#)

1936.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

1937.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Nuris's solution](#)

1938.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Nuris's solution](#)

1939.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Nuris's solution](#)

1940.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Nuris's solution](#)

1941.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Nuris's solution](#)

1942.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1943.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Nuris's solution](#)

1944.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Nuris's solution](#)

1945.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1946.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Nuris's solution](#)

1947.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nuris's solution](#)

1948.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Nuris's solution](#)

1949.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nuris's solution](#)

1950.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[Nuris's solution](#)

1951.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Nuris's solution](#)

1952.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

1953.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, math

[Nuris's solution](#)

1954.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,670 global accepts · Rating: 1900 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Nuris's solution](#)

1955.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Nuris's solution](#)

1956.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Nuris's solution](#)

1957.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

1958.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Nuris's solution](#)

1959.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[Nuris's solution](#)

1960.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Nuris's solution](#)

1961.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Nuris's solution](#)

1962.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Nuris's solution](#)

1963.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Nuris's solution](#)

1964.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nuris's solution](#)

1965.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers

[Nuris's solution](#)

1966.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Nuris's solution](#)

1967.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Nuris's solution](#)

1968.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Nuris's solution](#)

1969.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Nuris's solution](#)

1970.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[Nuris's solution](#)

1971.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Nuris's solution](#)

1972.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[Nuris's solution](#)**1973.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,820 global accepts · Rating: 1900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, sortings

[Nuris's solution](#)**1974.**

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Nuris's solution](#)**1975.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Nuris's solution](#)**1976.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Nuris's solution](#)**1977.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Nuris's solution](#)**1978.**

1791G2

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

Quality: 5,997 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Nuris's solution](#)**1979.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 1900 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: matrices

[Nuris's solution](#)**1980.**

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Nuris's solution](#)**1981.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Nuris's solution](#)

1982.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Nuris's solution](#)

1983.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Nuris's solution](#)

1984.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

1985.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Nuris's solution](#)

1986.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Nuris's solution](#)

1987.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nuris's solution](#)

1988.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Nuris's solution](#)

1989.

389D

[Fox and Minimal path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths

[Nuris's solution](#)

1990.

1759G

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

Quality: 5,499 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Nuris's solution](#)

1991.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Nuris's solution](#)

1992.

1747D

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

Quality: 5,563 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Nuris's solution](#)

1993.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nuris's solution](#)

1994.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Nuris's solution](#)

1995.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

1996.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Nuris's solution](#)

1997.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Nuris's solution](#)

1998.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Nuris's solution](#)

1999.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[Nuris's solution](#)

2000.

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Nuris's solution](#)

2001.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[Nuris's solution](#)

2002.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Nuris's solution](#)

2003.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Nuris's solution](#)

2004.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Nuris's solution](#)

2005.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Nuris's solution](#)

2006.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Nuris's solution](#)

2007.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Nuris's solution](#)

2008.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2009.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Nuris's solution](#)

2010.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Nuris's solution](#)

2011.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[Nuris's solution](#)

2012.

1661D

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Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nuris's solution](#)

2013.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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2014.

1527B2

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

Quality: 8,699 global accepts · Rating: 1900 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

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2015.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation

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2016.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Nuris's solution](#)

2017.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Nuris's solution](#)

2018.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Nuris's solution](#)

2019.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nuris's solution](#)

2020.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2021.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Nuris's solution](#)

2022.

5C

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

Quality: 18,072 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Nuris's solution](#)

2023.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2024.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Nuris's solution](#)

2025.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

2026.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Nuris's solution](#)

2027.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Nuris's solution](#)

2028.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Nuris's solution](#)

2029.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Nuris's solution](#)

2030.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2031.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Nuris's solution](#)

2032.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 1900 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Nuris's solution](#)

2033.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1900 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[Nuris's solution](#)

2034.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1900 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers
[Nuris's solution](#)

2035.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[Nuris's solution](#)

2036.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[Nuris's solution](#)

2037.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[Nuris's solution](#)

2038.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[Nuris's solution](#)

2039.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[Nuris's solution](#)

2040.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees
[Nuris's solution](#)

2041.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[Nuris's solution](#)

2042.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[Nuris's solution](#)

2043.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Nuris's solution](#)

2044.

514C

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

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Nuris's solution](#)

2045.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Nuris's solution](#)

2046.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Nuris's solution](#)

2047.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2022-02-09 · last AC: 2024-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Nuris's solution](#)

2048.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Nuris's solution](#)

2049.

432D

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

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Nuris's solution](#)

2050.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Nuris's solution](#)

2051.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Nuris's solution](#)

2052.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Nuris's solution](#)

2053.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Nuris's solution](#)

2054.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Nuris's solution](#)

2055.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Nuris's solution](#)

2056.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Nuris's solution](#)

2057.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nuris's solution](#)

2058.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Nuris's solution](#)

2059.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Nuris's solution](#)

2060.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Nuris's solution](#)

2061.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[Nuris's solution](#)

2062.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy

[Nuris's solution](#)

2063.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Nuris's solution](#)

2064.

689E

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

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Nuris's solution](#)

2065.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Nuris's solution](#)

2066.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

2067.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Nuris's solution](#)

2068.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Nuris's solution](#)

2069.

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Nuris's solution](#)

2070.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Nuris's solution](#)

2071.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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2072.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Nuris's solution](#)

2073.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Nuris's solution](#)

2074.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Nuris's solution](#)

2075.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Nuris's solution](#)

2076.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Nuris's solution](#)

2077.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Nuris's solution](#)

2078.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Nuris's solution](#)

2079.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[Nuris's solution](#)

2080.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[Nuris's solution](#)

2081.

1851G

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

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Nuris's solution](#)

2082.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Nuris's solution](#)

2083.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2084.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nuris's solution](#)

2085.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Nuris's solution](#)

2086.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Nuris's solution](#)

2087.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Nuris's solution](#)

2088.

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[Nuris's solution](#)

2089.

1624F

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

Quality: 3,803 global accepts · Rating: 2000 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Nuris's solution](#)

2090.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,819 global accepts · Rating: 2000 · first AC: 2023-07-08 · last AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Nuris's solution](#)

2091.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Nuris's solution](#)

2092.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Nuris's solution](#)

2093.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Nuris's solution](#)

2094.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Nuris's solution](#)

2095.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,337 global accepts · Rating: 2000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Nuris's solution](#)

2096.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Nuris's solution](#)

2097.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Nuris's solution](#)

2098.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Nuris's solution](#)

2099.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nuris's solution](#)

2100.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Nuris's solution](#)

2101.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Nuris's solution](#)

2102.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

2103.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Nuris's solution](#)

2104.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Nuris's solution](#)

2105.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

[Nuris's solution](#)

2106.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Nuris's solution](#)

2107.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[Nuris's solution](#)

2108.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Nuris's solution](#)

2109.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Nuris's solution](#)

2110.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Nuris's solution](#)

2111.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp

[Nuris's solution](#)

2112.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Nuris's solution](#)

2113.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Nuris's solution](#)

2114.

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Nuris's solution](#)

2115.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[Nuris's solution](#)

2116.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[Nuris's solution](#)

2117.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: games
[Nuris's solution](#)

2118.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: games
[Nuris's solution](#)

2119.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[Nuris's solution](#)

2120.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[Nuris's solution](#)

2121.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Nuris's solution](#)

2122.

451D

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

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: math
[Nuris's solution](#)

2123.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
[Nuris's solution](#)

2124.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Nuris's solution](#)

2125.

389E

[Fox and Card Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

2126.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Nuris's solution](#)

2127.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2128.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Nuris's solution](#)

2129.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Nuris's solution](#)

2130.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Nuris's solution](#)

2131.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Nuris's solution](#)

2132.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

2133.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Nuris's solution](#)

2134.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy
[Nuris's solution](#)

2135.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Nuris's solution](#)

2136.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Nuris's solution](#)

2137.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp

[Nuris's solution](#)

2138.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Nuris's solution](#)

2139.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nuris's solution](#)

2140.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Nuris's solution](#)

2141.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Nuris's solution](#)

2142.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Nuris's solution](#)

2143.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, sortings

[Nuris's solution](#)

2144.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Nuris's solution](#)

2145.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Nuris's solution](#)

2146.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Nuris's solution](#)

2147.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2148.

454D

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Nuris's solution](#)

2149.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Nuris's solution](#)

2150.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Nuris's solution](#)

2151.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Nuris's solution](#)

2152.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

2153.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Nuris's solution](#)

2154.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Nuris's solution](#)

2155.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2022-03-05 · last AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[Nuris's solution](#)

2156.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Nuris's solution](#)

2157.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2021-12-17 · last AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

[Nuris's solution](#)

2158.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Nuris's solution](#)

2159.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nuris's solution](#)

2160.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Nuris's solution](#)

2161.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Nuris's solution](#)

2162.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Nuris's solution](#)

2163.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Nuris's solution](#)

2164.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Nuris's solution](#)

2165.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Nuris's solution](#)

2166.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2167.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Nuris's solution](#)

2168.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Nuris's solution](#)

2169.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Nuris's solution](#)

2170.

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Nuris's solution](#)

2171.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Nuris's solution](#)

2172.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nuris's solution](#)

2173.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2022-02-21 · last AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Nuris's solution](#)

2174.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Nuris's solution](#)

2175.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Nuris's solution](#)

2176.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Nuris's solution](#)

2177.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Nuris's solution](#)

2178.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Nuris's solution](#)

2179.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Nuris's solution](#)

2180.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Nuris's solution](#)

2181.

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Nuris's solution](#)

2182.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Nuris's solution](#)

2183.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Nuris's solution](#)

2184.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2185.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Nuris's solution](#)

2186.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Nuris's solution](#)

2187.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Nuris's solution](#)

2188.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

2189.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2022-02-09 · last AC: 2024-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Nuris's solution](#)

2190.

2040E

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

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Nuris's solution](#)

2191.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Nuris's solution](#)

2192.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Nuris's solution](#)

2193.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Nuris's solution](#)

2194.

1934D1

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

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nuris's solution](#)

2195.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Nuris's solution](#)

2196.

112E

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

Rating: 2100 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Nuris's solution](#)

2197.

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Nuris's solution](#)

2198.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Nuris's solution](#)

2199.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Nuris's solution](#)

2200.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Nuris's solution](#)

2201.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry

[Nuris's solution](#)

2202.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Nuris's solution](#)

2203.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Nuris's solution](#)

2204.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs,

implementation

[Nuris's solution](#)

2205.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Nuris's solution](#)

2206.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, greedy, trees

[Nuris's solution](#)

2207.

45H

[Road Problem](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Nuris's solution](#)

2208.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[Nuris's solution](#)

2209.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Nuris's solution](#)

2210.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Nuris's solution](#)

2211.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Nuris's solution](#)

2212.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Nuris's solution](#)

2213.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nuris's solution](#)

2214.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Nuris's solution](#)

2215.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Nuris's solution](#)

2216.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Nuris's solution](#)

2217.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive, math

[Nuris's solution](#)

2218.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Nuris's solution](#)

2219.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Nuris's solution](#)

2220.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Nuris's solution](#)

2221.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Nuris's solution](#)

2222.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Nuris's solution](#)

2223.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, shortest paths

[Nuris's solution](#)

2224.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nuris's solution](#)

2225.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nuris's solution](#)

2226.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Nuris's solution](#)

2227.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Nuris's solution](#)

2228.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nuris's solution](#)

2229.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Nuris's solution](#)

2230.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Nuris's solution](#)

2231.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Nuris's solution](#)

2232.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Nuris's solution](#)

2233.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Nuris's solution](#)

2234.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, trees

[Nuris's solution](#)

2235.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Nuris's solution](#)

2236.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2237.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Nuris's solution](#)

2238.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Nuris's solution](#)

2239.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Nuris's solution](#)

2240.

1499D

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

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Nuris's solution](#)

2241.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Nuris's solution](#)

2242.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Nuris's solution](#)

2243.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

2244.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nuris's solution](#)

2245.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Nuris's solution](#)

2246.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Nuris's solution](#)

2247.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Nuris's solution](#)

2248.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Nuris's solution](#)

2249.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Nuris's solution](#)

2250.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Nuris's solution](#)

2251.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Nuris's solution](#)

2252.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Nuris's solution](#)

2253.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Nuris's solution](#)

2254.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nuris's solution](#)

2255.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Nuris's solution](#)

2256.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Nuris's solution](#)

2257.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,191 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Nuris's solution](#)

2258.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Nuris's solution](#)

2259.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Nuris's solution](#)

2260.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Nuris's solution](#)

2261.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[Nuris's solution](#)

2262.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Nuris's solution](#)

2263.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Nuris's solution](#)

2264.

1660F2

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

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation,

math, strings

[Nuris's solution](#)

2265.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Nuris's solution](#)

2266.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nuris's solution](#)

2267.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Nuris's solution](#)

2268.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Nuris's solution](#)

2269.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Nuris's solution](#)

2270.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Nuris's solution](#)

2271.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Nuris's solution](#)

2272.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Nuris's solution](#)

2273.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Nuris's solution](#)

2274.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Nuris's solution](#)

2275.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nuris's solution](#)

2276.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Nuris's solution](#)

2277.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Nuris's solution](#)

2278.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Nuris's solution](#)

2279.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nuris's solution](#)

2280.

2156F1

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

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Nuris's solution](#)

2281.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Nuris's solution](#)

2282.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Nuris's solution](#)

2283.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Nuris's solution](#)

2284.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

implementation, interactive

[Nuris's solution](#)

2285.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Nuris's solution](#)

2286.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Nuris's solution](#)

2287.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2024-12-27 · last AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Nuris's solution](#)

2288.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Nuris's solution](#)

2289.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Nuris's solution](#)

2290.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Nuris's solution](#)

2291.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nuris's solution](#)

2292.

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Nuris's solution](#)

2293.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Nuris's solution](#)

2294.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nuris's solution](#)

2295.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Nuris's solution](#)

2296.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Nuris's solution](#)

2297.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Nuris's solution](#)

2298.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Nuris's solution](#)

2299.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Nuris's solution](#)

2300.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Nuris's solution](#)

2301.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Nuris's solution](#)

2302.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Nuris's solution](#)

2303.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Nuris's solution](#)

2304.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Nuris's solution](#)

2305.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Nuris's solution](#)

2306.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nuris's solution](#)

2307.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Nuris's solution](#)

2308.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2309.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2310.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Nuris's solution](#)

2311.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Nuris's solution](#)

2312.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Nuris's solution](#)

2313.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Nuris's solution](#)

2314.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nuris's solution](#)

2315.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, math

[Nuris's solution](#)

2316.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Nuris's solution](#)

2317.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Nuris's solution](#)

2318.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Nuris's solution](#)

2319.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Nuris's solution](#)

2320.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Nuris's solution](#)

2321.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Nuris's solution](#)

2322.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Nuris's solution](#)

2323.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Nuris's solution](#)

2324.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Nuris's solution](#)

2325.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Nuris's solution](#)

2326.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Nuris's solution](#)

2327.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Nuris's solution](#)

2328.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Nuris's solution](#)

2329.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nuris's solution](#)

2330.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Nuris's solution](#)

2331.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Nuris's solution](#)

2332.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Nuris's solution](#)

2333.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[Nuris's solution](#)

2334.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Nuris's solution](#)

2335.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Nuris's solution](#)

2336.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Nuris's solution](#)

2337.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Nuris's solution](#)

2338.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Nuris's solution](#)

2339.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[Nuris's solution](#)

2340.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2200 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Nuris's solution](#)

2341.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Nuris's solution](#)

2342.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Nuris's solution](#)

2343.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Nuris's solution](#)

2344.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Nuris's solution](#)

2345.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Nuris's solution](#)

2346.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Nuris's solution](#)

2347.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2348.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Nuris's solution](#)

2349.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,253 global accepts · Rating: 2200 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2350.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-11-04 · last AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Nuris's solution](#)

2351.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[Nuris's solution](#)

2352.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Nuris's solution](#)

2353.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Nuris's solution](#)

2354.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Nuris's solution](#)

2355.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[Nuris's solution](#)

2356.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Nuris's solution](#)

2357.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Nuris's solution](#)

2358.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Nuris's solution](#)

2359.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nuris's solution](#)

2360.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Nuris's solution](#)

2361.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Nuris's solution](#)

2362.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Nuris's solution](#)

2363.

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Nuris's solution](#)

2364.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nuris's solution](#)

2365.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nuris's solution](#)

2366.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Nuris's solution](#)

2367.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Nuris's solution](#)

2368.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Nuris's solution](#)

2369.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Nuris's solution](#)

2370.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Nuris's solution](#)

2371.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Nuris's solution](#)

2372.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Nuris's solution](#)

2373.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[Nuris's solution](#)

2374.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Nuris's solution](#)

2375.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings
[Nuris's solution](#)

2376.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Nuris's solution](#)

2377.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
[Nuris's solution](#)

2378.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[Nuris's solution](#)

2379.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
[Nuris's solution](#)

2380.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[Nuris's solution](#)

2381.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[Nuris's solution](#)

2382.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees
[Nuris's solution](#)

2383.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory
[Nuris's solution](#)

2384.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Nuris's solution](#)

2385.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Nuris's solution](#)

2386.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Nuris's solution](#)

2387.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[Nuris's solution](#)

2388.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Nuris's solution](#)

2389.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Nuris's solution](#)

2390.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, math

[Nuris's solution](#)

2391.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Nuris's solution](#)

2392.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Nuris's solution](#)

2393.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Nuris's solution](#)

2394.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle

[Nuris's solution](#)

2395.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Nuris's solution](#)

2396.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Nuris's solution](#)

2397.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Nuris's solution](#)

2398.

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Nuris's solution](#)

2399.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Nuris's solution](#)

2400.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Nuris's solution](#)

2401.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Nuris's solution](#)

2402.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Nuris's solution](#)

2403.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Nuris's solution](#)

2404.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[Nuris's solution](#)

2405.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Nuris's solution](#)

2406.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nuris's solution](#)

2407.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2408.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Nuris's solution](#)

2409.

2175E1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Nuris's solution](#)

2410.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Nuris's solution](#)

2411.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[Nuris's solution](#)

2412.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Nuris's solution](#)

2413.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Nuris's solution](#)

2414.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Nuris's solution](#)

2415.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Nuris's solution](#)

2416.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Nuris's solution](#)

2417.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Nuris's solution](#)

2418.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2419.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Nuris's solution](#)

2420.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Nuris's solution](#)

2421.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Nuris's solution](#)

2422.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Nuris's solution](#)

2423.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Nuris's solution](#)

2424.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Nuris's solution](#)

2425.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Nuris's solution](#)

2426.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Nuris's solution](#)

2427.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Nuris's solution](#)

2428.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Nuris's solution](#)

2429.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Nuris's solution](#)

2430.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Nuris's solution](#)

2431.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Nuris's solution](#)

2432.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Nuris's solution](#)

2433.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Nuris's solution](#)

2434.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Nuris's solution](#)

2435.

1083E

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

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Nuris's solution](#)

2436.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Nuris's solution](#)

2437.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[Nuris's solution](#)

2438.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2400 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Nuris's solution](#)

2439.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-15 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Nuris's solution](#)

2440.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

2441.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Nuris's solution](#)

2442.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Nuris's solution](#)

2443.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2444.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Nuris's solution](#)

2445.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Nuris's solution](#)

2446.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[Nuris's solution](#)

2447.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs
[Nuris's solution](#)

2448.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Nuris's solution](#)

2449.

1828D2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[Nuris's solution](#)

2450.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing
[Nuris's solution](#)

2451.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 2400 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Nuris's solution](#)

2452.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[Nuris's solution](#)

2453.

1162F

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[Nuris's solution](#)

2454.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[Nuris's solution](#)

2455.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
[Nuris's solution](#)

2456.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Nuris's solution](#)

2457.

867E

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

Rating: 2400 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nuris's solution](#)

2458.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nuris's solution](#)

2459.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Nuris's solution](#)

2460.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Nuris's solution](#)

2461.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2462.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Nuris's solution](#)

2463.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Nuris's solution](#)

2464.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Nuris's solution](#)

2465.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Nuris's solution](#)

2466.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Nuris's solution](#)

2467.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[Nuris's solution](#)

2468.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Nuris's solution](#)

2469.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Nuris's solution](#)

2470.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, trees

[Nuris's solution](#)

2471.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Nuris's solution](#)

2472.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Nuris's solution](#)

2473.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nuris's solution](#)

2474.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Nuris's solution](#)

2475.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Nuris's solution](#)

2476.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nuris's solution](#)

2477.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Nuris's solution](#)

2478.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Nuris's solution](#)

2479.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Nuris's solution](#)

2480.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Nuris's solution](#)

2481.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Nuris's solution](#)

2482.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Nuris's solution](#)

2483.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Nuris's solution](#)

2484.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Nuris's solution](#)

2485.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Nuris's solution](#)

2486.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Nuris's solution](#)

2487.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2488.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nuris's solution](#)

2489.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Nuris's solution](#)

2490.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Nuris's solution](#)

2491.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Nuris's solution](#)

2492.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[Nuris's solution](#)

2493.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Nuris's solution](#)

2494.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Nuris's solution](#)

2495.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and

similar, dp, implementation, math

[Nuris's solution](#)

2496.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Nuris's solution](#)

2497.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Nuris's solution](#)

2498.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Nuris's solution](#)

2499.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nuris's solution](#)

2500.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Nuris's solution](#)

2501.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2023-12-04 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Nuris's solution](#)

2502.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Nuris's solution](#)

2503.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Nuris's solution](#)

2504.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Nuris's solution](#)

2505.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Nuris's solution](#)

2506.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing

[Nuris's solution](#)

2507.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Nuris's solution](#)

2508.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Nuris's solution](#)

2509.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2510.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[Nuris's solution](#)

2511.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Nuris's solution](#)

2512.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Nuris's solution](#)

2513.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Nuris's solution](#)

2514.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Nuris's solution](#)

2515.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Nuris's solution](#)

2516.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Nuris's solution](#)

2517.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Nuris's solution](#)

2518.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Nuris's solution](#)

2519.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-11 · last AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Nuris's solution](#)

2520.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2521.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Nuris's solution](#)

2522.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Nuris's solution](#)

2523.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2524.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nuris's solution](#)

2525.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[Nuris's solution](#)

2526.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Nuris's solution](#)

2527.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Nuris's solution](#)

2528.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[Nuris's solution](#)

2529.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Nuris's solution](#)

2530.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2531.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2532.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2533.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2534.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2535.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2536.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · PyPy 3-64 (first AC) · Tags: —

[Nuris's solution](#)

2537.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2538.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2539.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2540.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2541.

106167N

[Natural Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2542.

106167I

[Index Case](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2543.

106167E

[Excursion to Porvoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2544.

106167L

[Looking for Waldo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2545.

106167H

[Hectic Harbour II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2546.

106167C

[Card Trading](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2547.

106167G

[Grid Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2548.

106167K

[Killjoys' Conference](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2549.

106167A

[Amusement Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2550.

106167M

[Monty's Hall](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2551.

106167B

[Brexiting and Brentering](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2552.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

[Nuris's solution](#)

2553.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Nuris's solution](#)

2554.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Nuris's solution](#)

2555.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Nuris's solution](#)

2556.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Nuris's solution](#)

2557.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Nuris's solution](#)

2558.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Nuris's solution](#)

2559.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2560.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2561.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2562.

101630A

[Archery Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2563.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2564.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2565.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2566.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2567.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2568.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2569.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2570.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2571.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2572.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2573.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2574.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2575.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2576.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2577.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2578.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2579.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2580.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2581.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2582.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2583.

100307I

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

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2584.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2585.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2586.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2587.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2588.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2589.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · last AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2590.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2591.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2592.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2593.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2594.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2595.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2596.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2597.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2598.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2599.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2600.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2601.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2602.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2603.

104160A

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

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2604.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2605.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2606.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2607.

1046330

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2608.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2609.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2610.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2611.

104633E

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

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2612.

105645F

[Full Clue Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2613.

106129C

[Congklak](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2614.

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2615.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2616.

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2617.

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2618.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2619.

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2620.

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2621.

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2622.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2623.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2624.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2625.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2626.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2627.

103069A

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

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2628.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2629.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2630.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2631.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2632.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2633.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2634.

106047A

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

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2635.

106047L

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

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2636.

106047E

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2637.

106047H

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2638.

106047F

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2639.

105674B

[A000001](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2640.

105674A

[A000001](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2641.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2642.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2643.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2644.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2645.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2646.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2647.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2648.

105971K

[Test Task](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2649.

106035D

[Elephant grassland](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2650.

106035B

[Language for machines](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2651.

106035M

[Playing with magnets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2652.

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2653.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · PyPy 3-64 (first AC) · Tags: —

[Nuris's solution](#)

2654.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2655.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2656.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2657.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2658.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2659.

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2660.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2661.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2662.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2663.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics, dp, math

[Nuris's solution](#)

2664.

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2665.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2666.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2667.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2668.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2669.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2670.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2671.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2672.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2673.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2674.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force

[Nuris's solution](#)

2675.

103633C

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

Rating: — · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2676.

103633B

[Floor or xor ?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2677.

103633A

[Hatchet](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2678.

101628K

[Know Your Statement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · last AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2679.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2680.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2681.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2682.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2683.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2684.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2685.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2686.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2687.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nuris's solution](#)

2688.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2689.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · last AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2690.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2691.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nuris's solution](#)

2692.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2693.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2694.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2695.

105242G

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

Rating: — · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2696.

100231B

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2697.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · last AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2698.

1048524

[Fun Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2699.

100459C

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2700.

102297C

[Brownies vs. Candies vs. Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2701.

100186A

[Random Access Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2702.

102829J

[Island Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2703.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[Nuris's solution](#)

2704.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Nuris's solution](#)

2705.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, two pointers

[Nuris's solution](#)

2706.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[Nuris's solution](#)

2707.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, math

[Nuris's solution](#)

2708.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dp, trees

[Nuris's solution](#)

2709.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Nuris's solution](#)

2710.

104770H

[Yurik and Important Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2711.

104770D

[Redrawn graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2712.

101187F

[A000C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2713.

101187D

[IQ D\\$50BäC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2714.

101187C

[A4DäD 5 C`KCd8](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2715.

101187B

[A 2D\\$äC CD](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2716.

101187K

[«A„AC„DäG ND”5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2717.

101187I

[AäDäC CÔKC' <C ;DäGC,,:](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2718.

101187A

[A7C0D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2719.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2720.

101199L

[ASK0D AD\\$>C`8DdK](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2721.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-05 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Nuris's solution](#)

2722.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2022-11-19 · last AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nuris's solution](#)

2723.

100093C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2724.

1001680

[Aô@QjæC 4C´5Cd=CäAD\\$D\\$>Dt:C, >D\\$@CT7C=C](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2725.

100168T

[B 0DAD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2726.

100168S

[Aô>Tô>Qh5CÔ8CR BCägCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2727.

100168R

[Aô@QjæC 4C´5Cd=CäAD\\$D\\$>Dt:C, >D\\$@CT7C=C](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2728.

100168Q

[Aô@QjæC 4C´5Cd=CäAD\\$D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2729.

100168P

[Aô@QjæC 4C´5Cd=CäAD\\$D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2730.

100168N

[B4@QjæC 4C´5Cd=CäAD\\$D\\$>Dt:C, ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2731.

100168M

[B4@QjæC 4C´5Cd=CäAD\\$D\\$>Dt:C, ?D OCÄ>C' •](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2732.

100168L

[ADiQjæC 2CT:D\\$>D 0](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2733.

100168K

[Aô5Dô5D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2734.

100168J

[B 00AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2735.

100168I

[B 00AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2736.

100168H

[B 00AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2737.

100168G

[B 00AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2738.

100168F

[B 00AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2739.

100168E

[A 80AC: D\\$@C,,AC](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2740.

100168D

[A 00A10 4DÂ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2741.

100168C

[A 00A10 4DÂ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2742.

100168B

[B 430Cä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2743.

100168A

[A 6900D =D´9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2744.

100126C

[A 0018CÔ4D >CÄK](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2745.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-07 · Text (first AC) · Tags: *special, constructive algorithms

[Nuris's solution](#)

2746.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, strings

[Nuris's solution](#)

2747.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Nuris's solution](#)

2748.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[Nuris's solution](#)

2749.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[Nuris's solution](#)

2750.

102168C

[B Förlid](#) [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2751.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Nuris's solution](#)

2752.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2022-04-01 · Kotlin 1.4 (first AC) · Tags: *special, math

[Nuris's solution](#)

2753.

100094D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2754.

103586A

[Robot Production](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2755.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nuris's solution](#)

2756.

103464A

[Stegosauruses](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2757.

100135G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nuris's solution](#)

2758.

103380A

[Sad Santa](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nuris's solution](#)

2759.

103294A

[Journey Home](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nuris's solution](#)

2760.

103317C

[Cactus Juice](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nuris's solution](#)

2761.

103317B

[Pro Bending](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nuris's solution](#)

2762.

103317A

[Oseye Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nuris's solution](#)

2763.

102180C

[Assoc C, BCTBD 0CD8](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nuris's solution](#)

2764.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Nuris's solution](#)

2765.

undefined403

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

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Nuris's solution](#)

2766.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Nuris's solution](#)