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Unique solved — Nyatl

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

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Filters: none

Count: 797

- 1.**

2173A

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- 2.**

2158A

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- 3.**

2163A

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- 4.**

2162A

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Quality: 41,601 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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- 5.**

2145A

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- 6.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,177 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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- 7.**

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

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- 8.**

2130A

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Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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- 9.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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10.

2125A

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

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11.

2126B

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12.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,105 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

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13.

2124A

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14.

2119A

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15.

2123B

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16.

2123A

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17.

2112A

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18.

2121B

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19.

2121A

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20.

2113A

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21.

2118A

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22.

2033A

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23.

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24.

2022A

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25.

2021A

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26.

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27.

2004A

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28.

1997A

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29.

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30.

1978B

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31.

1978A

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32.

1917A

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33.

1914B

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34.

1914A

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35.

1912L

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36.

1907A

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37.

1902A

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38.

1903A

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39.

1898A

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40.

1881A

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41.

1886A

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42.

1859A

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43.

1856A

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44.

1838A

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45.

1822C

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Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

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46.

1822B

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47.

1822A

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Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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48.

1814A

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Quality: 51,477 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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49.

1798A

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50.

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51.

1789B

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52.

1789A

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53.

1795A

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54.

1793A

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55.

1788A

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56.

1791B

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57.

1791C

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58.

1791A

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59.

1778A

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60.

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61.

1790B

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62.

1790A

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63.

1780A

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64.

1792A

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65.

1777A

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66.

1781A

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67.

1783A

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68.

1768A

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69.

1779A

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70.

1731A

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71.

1763A

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72.

1772B

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73.

1772A

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74.

1767B

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75.

1767A

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76.

1762A

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77.

1766A

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78.

1773F

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79.

1769A

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

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80.

1758A

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

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81.

1760C

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82.

1760B

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Quality: 53,350 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

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83.

1760A

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Quality: 79,952 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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1761A
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- 85.**
1759B
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1759A
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1748A
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1015A
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1006A
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952A
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- 93.**
291A
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- 94.**
158A
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- 95.**
47A
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34A
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14A
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2125B
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- 99.**
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- 101.**
1856B
[Good Arrays](#) · [Tutorial](#)
Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Nyati's solution](#)
- 102.**
1848A
[Vika and Her Friends](#) · [Tutorial](#)
Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[Nyati's solution](#)
- 103.**
1806B
[Mex Master](#) · [Tutorial](#)
Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Nyati's solution](#)
- 104.**
1795B
[Ideal Point](#) · [Tutorial](#)
Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
[Nyati's solution](#)
- 105.**
1777B
[Emordnilap](#) · [Tutorial](#)
Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[Nyati's solution](#)

106.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nyati's solution](#)

107.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nyati's solution](#)

108.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Nyati's solution](#)

109.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nyati's solution](#)

110.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,097 global accepts · Rating: 900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nyati's solution](#)

111.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nyati's solution](#)

112.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[Nyati's solution](#)

113.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

114.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2016-01-12 · MS C++ (first AC) · Tags: implementation, strings

[Nyati's solution](#)

115.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,039 global accepts · Rating: 900 · first AC: 2010-10-11 · MS C++ (first AC) · Tags: greedy, sortings

[Nyati's solution](#)

116.

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2010-04-26 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math

[Nyati's solution](#)

117.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2010-04-15 · MS C++ (first AC) · Tags: implementation

[Nyati's solution](#)

118.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,916 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Nyati's solution](#)

119.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Nyati's solution](#)

120.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Nyati's solution](#)

121.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Nyati's solution](#)

122.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Nyati's solution](#)

123.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Nyati's solution](#)

124.

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Nyati's solution](#)

125.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Nyati's solution](#)

126.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Nyati's solution](#)

127.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Nyati's solution](#)

128.

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
[Nyati's solution](#)

129.

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

[Nyati's solution](#)

130.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nyati's solution](#)

131.

1769B1

[A > 1000 > 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

[Nyati's solution](#)

132.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Nyati's solution](#)

133.

1761B

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

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

[Nyati's solution](#)

134.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nyati's solution](#)

135.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nyati's solution](#)

136.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: games, greedy

[Nyati's solution](#)

137.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: brute force, implementation

[Nyati's solution](#)

138.

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2010-11-29 · MS C++ (first AC) · Tags: strings

[Nyati's solution](#)

139.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2010-06-10 · MS C++ (first AC) · Tags: brute force, math, number theory

[Nyati's solution](#)

140.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2010-05-19 · MS C++ (first AC) · Tags: implementation

[Nyati's solution](#)

141.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2010-03-20 · MS C++ (first AC) · Tags: implementation

[Nyati's solution](#)

142.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2010-03-07 · MS C++ (first AC) · Tags: greedy, shortest paths

[Nyati's solution](#)

143.

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Nyati's solution](#)

144.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nyati's solution](#)

145.

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Nyati's solution](#)

146.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Nyati's solution](#)

147.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Nyat!'s solution](#)

148.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Nyat!'s solution](#)

149.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Nyat!'s solution](#)

150.

2126C

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

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Nyat!'s solution](#)

151.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Nyat!'s solution](#)

152.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nyat!'s solution](#)

153.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Nyat!'s solution](#)

154.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Nyat!'s solution](#)

155.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nyat!'s solution](#)

156.

1997B

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

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

[Nyat!'s solution](#)

157.

1995B1

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

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

[Nyat!'s solution](#)

158.

1977B

[Binary Colouring](#) · [Tutorial](#)

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

[Nyati's solution](#)

159.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Nyati's solution](#)

160.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nyati's solution](#)

161.

1902B

[Getting Points](#) · [Tutorial](#)

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

[Nyati's solution](#)

162.

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nyati's solution](#)

163.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nyati's solution](#)

164.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Nyati's solution](#)

165.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Nyati's solution](#)

166.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nyati's solution](#)

167.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Nyati's solution](#)

168.

1780B

[GCD Partitition](#) · [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

[Nyati's solution](#)

169.

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

[Nyati's solution](#)

170.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nyati's solution](#)

171.

1762B

[Make Array Good](#) · [Tutorial](#)

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

[Nyati's solution](#)

172.

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

[Nyati's solution](#)

173.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[Nyati's solution](#)

174.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[Nyati's solution](#)

175.

1015C

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

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Nyati's solution](#)

176.

162A

[Pentagonal numbers](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 1100 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special, implementation

[Nyati's solution](#)

177.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2012-03-09 · MS C++ (first AC) · Tags: *special, greedy, sortings

[Nyati's solution](#)

178.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, greedy, implementation

[Nyati's solution](#)

179.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,497 global accepts · Rating: 1100 · first AC: 2010-11-29 · MS C++ (first AC) · Tags: implementation, strings

[Nyati's solution](#)

180.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Nyati's solution](#)

181.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Nyati's solution](#)

182.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Nyati's solution](#)

183.

2126D

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

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Nyati's solution](#)

184.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Nyati's solution](#)

185.

2123D

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

Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Nyati's solution](#)

186.

2121C

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

Quality: 21,751 global accepts · Rating: 1200 · first AC: 2025-06-17 · last AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Nyati's solution](#)

187.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Nyati's solution](#)

188.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Nyati's solution](#)

189.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Nyati's solution](#)

190.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Nyati's solution](#)

191.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Nyati's solution](#)

192.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Nyati's solution](#)

193.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Nyati's solution](#)

194.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nyati's solution](#)

195.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Nyati's solution](#)

196.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Nyati's solution](#)

197.

1848B

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

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Nyati's solution](#)

198.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nyati's solution](#)

199.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Nyat!'s solution](#)

200.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Nyat!'s solution](#)

201.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nyat!'s solution](#)

202.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Nyat!'s solution](#)

203.

1769C1

[A Good CD\\$C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[Nyat!'s solution](#)

204.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Nyat!'s solution](#)

205.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-10 · last AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Nyat!'s solution](#)

206.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nyat!'s solution](#)

207.

1006C

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

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Nyat!'s solution](#)

208.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Nyat!'s solution](#)

209.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2010-12-07 · MS C++ (first AC) · Tags: implementation

[Nyati's solution](#)

210.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2010-07-09 · MS C++ (first AC) · Tags: brute force, greedy

[Nyati's solution](#)

211.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2010-06-16 · MS C++ (first AC) · Tags: data structures, implementation

[Nyati's solution](#)

212.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-29 · MS C++ (first AC) · Tags: implementation, sortings

[Nyati's solution](#)

213.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2010-03-20 · MS C++ (first AC) · Tags: implementation, strings

[Nyati's solution](#)

214.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[Nyati's solution](#)

215.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[Nyati's solution](#)

216.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Nyati's solution](#)

217.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Nyati's solution](#)

218.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Nyati's solution](#)

219.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Nyati's solution](#)

220.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nyati's solution](#)

221.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Nyati's solution](#)

222.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Nyati's solution](#)

223.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,214 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Nyati's solution](#)

224.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[Nyati's solution](#)

225.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[Nyati's solution](#)

226.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Nyati's solution](#)

227.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Nyati's solution](#)

228.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Nyati's solution](#)

229.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Nyati's solution](#)

230.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Nyati's solution](#)

231.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Nyati's solution](#)

232.

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nyati's solution](#)

233.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Nyati's solution](#)

234.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nyati's solution](#)

235.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nyati's solution](#)

236.

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

[Nyati's solution](#)

237.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Nyati's solution](#)

238.

1769C2

[A>0D: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

[Nyati's solution](#)

239.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nyati's solution](#)

240.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nyati's solution](#)

241.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nyati's solution](#)

242.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nyati's solution](#)

243.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nyati's solution](#)

244.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: *special, implementation, strings

[Nyati's solution](#)

245.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[Nyati's solution](#)

246.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, brute force, number theory

[Nyati's solution](#)

247.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[Nyati's solution](#)

248.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1300 · first AC: 2010-11-29 · MS C++ (first AC) · Tags: greedy

[Nyati's solution](#)

249.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2010-10-11 · MS C++ (first AC) · Tags: expression parsing, implementation, sortings, strings

[Nyati's solution](#)

250.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games,

greedy

[Nyati's solution](#)

251.

2173C

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

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Nyati's solution](#)

252.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Nyati's solution](#)

253.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Nyati's solution](#)

254.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Nyati's solution](#)

255.

2123E

[MEX Count](#) · [Tutorial](#)

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

[Nyati's solution](#)

256.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Nyati's solution](#)

257.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Nyati's solution](#)

258.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Nyati's solution](#)

259.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Nyati's solution](#)

260.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Nyati's solution](#)

261.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[Nyati's solution](#)

262.

1907D

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

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Nyati's solution](#)

263.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nyati's solution](#)

264.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Nyati's solution](#)

265.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Nyati's solution](#)

266.

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

[Nyati's solution](#)

267.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nyati's solution](#)

268.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Nyati's solution](#)

269.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nyati's solution](#)

270.

1769B2

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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

[Nyati's solution](#)

271.

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

[Nyati's solution](#)

272.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Nyati's solution](#)

273.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Nyati's solution](#)

274.

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

[Nyati's solution](#)

275.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nyati's solution](#)

276.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-09 · MS C++ (first AC) · Tags: *special, binary search, brute force, data structures, strings

[Nyati's solution](#)

277.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-09 · MS C++ (first AC) · Tags: *special, greedy, implementation

[Nyati's solution](#)

278.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: implementation

[Nyati's solution](#)

279.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · MS C++ (first AC) · Tags: brute force, implementation

[Nyati's solution](#)

280.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,868 global accepts · Rating: 1400 · first AC: 2010-07-26 · MS C++ (first AC) · Tags: graphs

[Nyati's solution](#)

281.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dp, math, two pointers

[Nyati's solution](#)

282.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Nyati's solution](#)

283.

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Nyati's solution](#)

284.

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Nyati's solution](#)

285.

2121E

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

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Nyati's solution](#)

286.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Nyati's solution](#)

287.

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

[Nyati's solution](#)

288.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,697 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nyati's solution](#)

289.

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

[Nyati's solution](#)

290.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Nyati's solution](#)

291.

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

[Nyati's solution](#)

292.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Nyati's solution](#)

293.

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

[Nyati's solution](#)

294.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Nyati's solution](#)

295.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Nyati's solution](#)

296.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[Nyati's solution](#)

297.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Nyati's solution](#)

298.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Nyati's solution](#)

299.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Nyati's solution](#)

300.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-09 · MS C++ (first AC) · Tags: *special, brute force, dp, strings

[Nyati's solution](#)

301.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2010-07-26 · MS C++ (first AC) · Tags: implementation

[Nyati's solution](#)

302.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2010-06-16 · MS C++ (first AC) · Tags: brute force, geometry

[Nyati's solution](#)

303.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2010-06-10 · MS C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[Nyati's solution](#)

304.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · MS C++ (first AC) · Tags: dp, implementation

[Nyati's solution](#)

305.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2010-02-25 · MS C++ (first AC) · Tags: hashing, implementation

[Nyati's solution](#)

306.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Nyati's solution](#)

307.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[Nyati's solution](#)

308.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Nyati's solution](#)

309.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Nyati's solution](#)

310.

2125D

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

Quality: 9,277 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Nyati's solution](#)

311.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nyati's solution](#)

312.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Nyat!'s solution](#)

313.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Nyat!'s solution](#)

314.

1917C

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

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Nyat!'s solution](#)

315.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Nyat!'s solution](#)

316.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nyat!'s solution](#)

317.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Nyat!'s solution](#)

318.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Nyat!'s solution](#)

319.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Nyat!'s solution](#)

320.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Nyat!'s solution](#)

321.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nyat!'s solution](#)

322.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings
[Nyati's solution](#)

323.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Nyati's solution](#)

324.

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[Nyati's solution](#)

325.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Nyati's solution](#)

326.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Nyati's solution](#)

327.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Nyati's solution](#)

328.

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
[Nyati's solution](#)

329.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math
[Nyati's solution](#)

330.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory
[Nyati's solution](#)

331.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[Nyati's solution](#)

332.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Nyati's solution](#)

333.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[Nyati's solution](#)

334.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Nyati's solution](#)

335.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[Nyati's solution](#)

336.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,380 global accepts · Rating: 1600 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: binary search, data structures, two pointers
[Nyati's solution](#)

337.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: dfs and similar
[Nyati's solution](#)

338.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: *special, bitmasks, brute force, implementation
[Nyati's solution](#)

339.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · MS C++ (first AC) · Tags: math
[Nyati's solution](#)

340.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2010-10-11 · MS C++ (first AC) · Tags: dfs and similar, graphs
[Nyati's solution](#)

341.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2010-07-09 · MS C++ (first AC) · Tags: constructive algorithms, graphs, math
[Nyati's solution](#)

342.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2010-04-26 · MS C++ (first AC) · Tags: math
[Nyati's solution](#)

343.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Nyat!'s solution](#)

344.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nyat!'s solution](#)

345.

2123F

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

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Nyat!'s solution](#)

346.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Nyat!'s solution](#)

347.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Nyat!'s solution](#)

348.

2118D1

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

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Nyat!'s solution](#)

349.

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs

[Nyat!'s solution](#)

350.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[Nyat!'s solution](#)

351.

1995B2

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

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

[Nyat!'s solution](#)

352.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Nyat!'s solution](#)

353.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nyati's solution](#)

354.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Nyati's solution](#)

355.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Nyati's solution](#)

356.

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

[Nyati's solution](#)

357.

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

[Nyati's solution](#)

358.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Nyati's solution](#)

359.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Nyati's solution](#)

360.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Nyati's solution](#)

361.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Nyati's solution](#)

362.

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

[Nyati's solution](#)

363.

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

[Nyati's solution](#)

364.

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Nyati's solution](#)

365.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Nyati's solution](#)

366.

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

[Nyati's solution](#)

367.

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

[Nyati's solution](#)

368.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nyati's solution](#)

369.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Nyati's solution](#)

370.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nyati's solution](#)

371.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Nyati's solution](#)

372.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Nyati's solution](#)

373.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · MS C++ (first AC) · Tags: *special, implementation

[Nyati's solution](#)

374.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[Nyati's solution](#)

375.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Nyati's solution](#)

376.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-10 · MS C++ (first AC) · Tags: *special, data structures, greedy, sortings

[Nyati's solution](#)

377.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: greedy, math, sortings

[Nyati's solution](#)

378.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: implementation, strings

[Nyati's solution](#)

379.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2011-03-05 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[Nyati's solution](#)

380.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2010-06-16 · MS C++ (first AC) · Tags: brute force, math

[Nyati's solution](#)

381.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2010-05-19 · MS C++ (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[Nyati's solution](#)

382.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Nyati's solution](#)

383.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Nyati's solution](#)

384.

2145D

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

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Nyati's solution](#)

385.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Nyati's solution](#)

386.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Nyati's solution](#)

387.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Nyati's solution](#)

388.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Nyati's solution](#)

389.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Nyati's solution](#)

390.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Nyati's solution](#)

391.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Nyati's solution](#)

392.

1995C

[Squaring](#) · [Tutorial](#)

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

[Nyati's solution](#)

393.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Nyati's solution](#)

394.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nyati's solution](#)

395.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Nyat!'s solution](#)

396.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nyat!'s solution](#)

397.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nyat!'s solution](#)

398.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Nyat!'s solution](#)

399.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Nyat!'s solution](#)

400.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Nyat!'s solution](#)

401.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Nyat!'s solution](#)

402.

1768D

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Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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403.

1769D1

[A,3D0C! CT2D6BCαC I](#)

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[Nyat!'s solution](#)

404.

1758D

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405.

1759F

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406.

1666L

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407.

1666C

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1505E

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1267J

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1267L

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1090D

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986B

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952D

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162F

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162E

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162B

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417.

85B

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418.

67B

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419.

67A

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24C

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Quality: 1,448 global accepts · Rating: 1800 · first AC: 2010-07-26 · MS C++ (first AC) · Tags: geometry, implementation, math

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421.

15B

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3C

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423.

2173D

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424.

1949C

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425.

2130E1

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426.

2128E1

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[Nyat!'s solution](#)

427.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

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428.

2052E

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2036F

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[Nyat!'s solution](#)

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2019D

[Speedbreaker](#) · [Tutorial](#)

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[Nyat!'s solution](#)

432.

1946D

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433.

1914F

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[Nyat!'s solution](#)

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1902D

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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

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437.

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

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438.

1842D

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439.

1821D

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[Nyati's solution](#)

440.

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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441.

1787D

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442.

1773A

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1773K

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446.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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447.

1015E2

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448.

952B

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449.

656G

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450.

656A

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451.

162D

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452.

109C

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453.

109B

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454.

14E

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455.

14D

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456.

5C

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Quality: 18,071 global accepts · Rating: 1900 · first AC: 2010-03-20 · MS C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Nyati's solution](#)

457.

3B

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Quality: 5,235 global accepts · Rating: 1900 · first AC: 2010-03-07 · MS C++ (first AC) · Tags: greedy, sortings

[Nyati's solution](#)

458.

2181D

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Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

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459.

2158D

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Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Nyati's solution](#)

460.

963B

[Destruction of a Tree · Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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461.

2146D2

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

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462.

2130E2

[Interactive RBS \(Medium Version\) · Tutorial](#)

Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

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463.

2052J

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Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

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464.

2020E

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465.

1881G

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466.

1857G

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467.

1851G

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468.

1831D

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Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

[Nyati's solution](#)

469.

1772F

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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

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1090K

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1090L

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Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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472.

1090I

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473.

1070C

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474.

1060E

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475.

975D

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476.

784E

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477.

730I

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478.

656E

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[Nyati's solution](#)

479.

656C

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Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-01 · MS C++ (first AC) · Tags: *special
[Nyati's solution](#)

480.

163B

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Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search
[Nyati's solution](#)

481.

109D

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[Nyati's solution](#)

482.

34E

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[Nyati's solution](#)

483.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2010-06-16 · Java 6 (first AC) · Tags: brute force, dp, greedy
[Nyati's solution](#)

484.

15C

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[Nyati's solution](#)

485.

10C

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[Nyati's solution](#)

486.

2163D1

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Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
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487.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

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488.

2052D

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Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · last AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[Nyati's solution](#)

489.

2119D

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Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Nyati's solution](#)

490.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Nyati's solution](#)

491.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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492.

1912B

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Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Nyati's solution](#)

493.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Nyati's solution](#)

494.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar

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495.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nyati's solution](#)

496.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

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497.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Nyati's solution](#)

498.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Nyati's solution](#)

499.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Nyati's solution](#)

500.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Nyati's solution](#)

501.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Nyati's solution](#)

502.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

503.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Nyati's solution](#)

504.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Nyati's solution](#)

505.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Nyati's solution](#)

506.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nyati's solution](#)

507.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2011-04-19 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[Nyati's solution](#)

508.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · MS C++ (first AC) · Tags: binary search, geometry

[Nyati's solution](#)

509.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2010-03-20 · MS C++ (first AC) · Tags: implementation, math

[Nyati's solution](#)

510.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Nyati's solution](#)

511.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Nyati's solution](#)

512.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Nyati's solution](#)

513.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Nyati's solution](#)

514.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[Nyati's solution](#)

515.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Nyati's solution](#)

516.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Nyati's solution](#)

517.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Nyati's solution](#)

518.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Nyati's solution](#)

519.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Nyati's solution](#)

520.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nyati's solution](#)

521.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Nyati's solution](#)

522.

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

[Nyati's solution](#)

523.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Nyati's solution](#)

524.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[Nyati's solution](#)

525.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Nyati's solution](#)

526.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Nyati's solution](#)

527.

1795E

[Explosions? · Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Nyati's solution](#)

528.

1772G

[Gaining Rating · Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Nyati's solution](#)

529.

1769D2

[A_3D000 CT2D6BCaC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Nyati's solution](#)

530.

1114E

[Arithmetic Progression · Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-12-11 · last AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Nyati's solution](#)

531.

1773B

[BinCoin · Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Nyati's solution](#)

532.

1666F

[Fancy Stack · Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-23 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Nyati's solution](#)

533.

1666I

[Interactive Treasure Hunt · Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-23 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Nyati's solution](#)

534.

1505F

[Math · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[Nyati's solution](#)

535.

1117E

[Decypher the String · Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Nyati's solution](#)

536.

1089A

[Alice the Fan · Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nyati's solution](#)

537.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2011-05-22 · MS C++ (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[Nyat!'s solution](#)

538.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2200 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[Nyat!'s solution](#)

539.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[Nyat!'s solution](#)

540.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-09-09 · last AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Nyat!'s solution](#)

541.

2130E3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Nyat!'s solution](#)

542.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Nyat!'s solution](#)

543.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Nyat!'s solution](#)

544.

1769D3

[A..3D701aCT2D6BCaC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Nyat!'s solution](#)

545.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-21 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Nyat!'s solution](#)

546.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Nyat!'s solution](#)

547.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Nyati's solution](#)

548.

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2010-11-30 · MS C++ (first AC) · Tags: brute force, implementation, two pointers

[Nyati's solution](#)

549.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Nyati's solution](#)

550.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · last AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

551.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Nyati's solution](#)

552.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Nyati's solution](#)

553.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Nyati's solution](#)

554.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nyati's solution](#)

555.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Nyati's solution](#)

556.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Nyati's solution](#)

557.

1831E

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[Nyati's solution](#)

558.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Nyati's solution](#)

559.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Nyati's solution](#)

560.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

561.

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Nyati's solution](#)

562.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-19 · last AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Nyati's solution](#)

563.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-06-28 · last AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Nyati's solution](#)

564.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Nyati's solution](#)

565.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Nyati's solution](#)

566.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Nyati's solution](#)

567.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · last AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Nyat!'s solution](#)

568.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Nyat!'s solution](#)

569.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Nyat!'s solution](#)

570.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation, trees, two pointers

[Nyat!'s solution](#)

571.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Nyat!'s solution](#)

572.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Nyat!'s solution](#)

573.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Nyat!'s solution](#)

574.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Nyat!'s solution](#)

575.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Nyat!'s solution](#)

576.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[Nyat!'s solution](#)

577.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[Nyati's solution](#)

578.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nyati's solution](#)

579.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Nyati's solution](#)

580.

2052G

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

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation

[Nyati's solution](#)

581.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Nyati's solution](#)

582.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Nyati's solution](#)

583.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nyati's solution](#)

584.

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Nyati's solution](#)

585.

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

586.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Nyati's solution](#)

587.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication

[Nyati's solution](#)

588.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

589.

105053E

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

Rating: — · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

590.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

591.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

592.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

593.

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

594.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

595.

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

596.

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

597.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

598.

104666H

[K==S](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

599.

104666J

[Saba1000kg](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

600.

104666E

[Deep800080](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

601.

104666I

[Ponk Warshall](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

602.

104666D

[Crimson Sexy Jalapeños](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

603.

104666G

[Light Emitting Hindenburg](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

604.

104666F

[Zeldain Garden](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

605.

104666C

[Bob in Wonderland](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

606.

104666A

[ABB](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

607.

106124J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

608.

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

609.

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

610.

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

611.

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

612.

106124I

[Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

613.

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

614.

106124C

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

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

615.

106124A

[Arithmetic Adaptation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

616.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

617.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

618.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

619.

106178B

[Balanced Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

620.

106178F

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

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

621.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

622.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

623.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

624.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

625.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

626.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

627.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

628.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

629.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

630.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

631.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

632.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

633.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

634.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

635.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

636.

104871G

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

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

637.

104871I

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

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

638.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

639.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

640.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

641.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

642.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

643.

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

644.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

645.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

646.

105465B

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

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

647.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

648.

105427F

[Factor-Full Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

649.

105427H

[Heroes of Velmar](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

650.

105427A

[Aperiodic Appointments](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

651.

105427K

[Karl Coder](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

652.

105427J

[Jamboree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyatl's solution](#)

653.

105427D

[Die Hard](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

654.

105427C

[Converting Romans](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

655.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

656.

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

657.

105617B

[Two-Story Advent Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

658.

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

659.

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

660.

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

661.

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

662.

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

663.

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

664.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

665.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

666.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

667.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

668.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

669.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

670.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[Nyati's solution](#)

671.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Nyati's solution](#)

672.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[Nyati's solution](#)

673.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[Nyati's solution](#)

674.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

675.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

676.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

677.

104872I

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

678.

104872G

[Not Everything Is So Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

679.

104872L

[Count the Christmas Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

680.

104872H

[Scooter Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

681.

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

682.

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

683.

104872E

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

684.

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

685.

104872A

[Three Suitcases](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Nyati's solution](#)

686.

100307I

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

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nyati's solution](#)

687.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[Nyati's solution](#)

688.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[Nyati's solution](#)

689.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Nyati's solution](#)

690.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Nyati's solution](#)

691.

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

692.

100140K

[ATCTIC=0](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

693.

101149D

[Behind the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

694.

100083C

[AAsDiB°](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

695.

100140D

[A\\$5D<H0,,=CÔ>-CÔ5Cδ5D 5D 5C=0DäiC,,5D O CôCD\\$8](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

696.

100140I

[A6@05D4;C=0 CÔ0 C=0D\\$5D 5](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

697.

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

698.

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

699.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · MS C++ 2017 (first AC) · Tags: —

[Nyati's solution](#)

700.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

701.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

702.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

703.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

704.

104274E

[B C C D > 0 L D B 8 C Ô > C Ä 5 D 0 D \\$ 5 C ' 5 D D > C Ô > C](#)

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

705.

101334J

[Joseph's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

706.

101334I

[IP Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

707.

101334H

[Hardwood Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

708.

101334G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

709.

101334E

[Exploring Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

710.

101334F

[Feel Good](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

711.

101334D

[Double Patience](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

712.

101334B

[Brackets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

713.

101334A

[Area 51](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

714.

101334C

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

715.

101334K

[Knockdown](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

716.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[Nyati's solution](#)

717.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Nyati's solution](#)

718.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[Nyati's solution](#)

719.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[Nyati's solution](#)

720.

100140H

[A 805D' =C :C BCT@](#)

Rating: — · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

721.

100166C

[A 706B 8C0B Ct=C =C,,9](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

722.

100536L

[Lattice Animals · Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

723.

100536K

[Kingdom of Magic · Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

724.

100536J

[Joke with Turtles · Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

725.

100536I

[Irrelevant Elements · Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

726.

100536H

[Heapsort · Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

727.

100536G

[Gunman · Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

728.

100536F

[Find the Border · Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

729.

100536E

[Easy Trading · Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

730.

100536D

[Document Indexing · Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

731.

100536C

[Chandelier](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

732.

100536B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

733.

100536A

[Ancient Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

734.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

735.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

736.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

737.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

738.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

739.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

740.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

741.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

742.

103483F

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

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

743.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nyati's solution](#)

744.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-24 · Text (first AC) · Tags: *special, constructive algorithms

[Nyati's solution](#)

745.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[Nyati's solution](#)

746.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Nyati's solution](#)

747.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[Nyati's solution](#)

748.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

749.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

750.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · Scala (first AC) · Tags: —

[Nyati's solution](#)

751.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

752.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · Scala (first AC) · Tags: —

[Nyati's solution](#)

753.

102893I

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

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

754.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

755.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

756.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · Scala (first AC) · Tags: —

[Nyati's solution](#)

757.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

758.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · Scala (first AC) · Tags: —

[Nyati's solution](#)

759.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

760.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · Scala (first AC) · Tags: *special

[Nyati's solution](#)

761.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

762.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

763.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

764.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

765.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

766.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Nyati's solution](#)

767.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Nyati's solution](#)

768.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

769.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

770.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

771.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

772.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

773.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

774.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

775.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

776.

100549B

[A5C0>D\\$KCR <Cä=CTBD°](#)

Rating: — · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

777.

100549C

[A\\$5D75D BC\\$5CÔ=D´5 Dt8D ;C](#)

Rating: — · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

778.

100549E

[A48C0>D\\$5Ct0 Cä1 Cä1Cä1D”5CÔ=Cä< Cä>CÔ5](#)

Rating: — · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

779.

100549I

[Bt5D5C60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

780.

100549F

[ATuBPa](#)

Rating: — · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

781.

100549J

[A5>D8CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

782.

100549A

[A7@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

783.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nyati's solution](#)

784.

101309H

[Hands of Poker](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

785.

100273G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

786.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-05 · last AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

787.

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · last AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

788.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

789.

100850K

[B5C5D](#)

Rating: — · first AC: 2017-10-08 · last AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

790.

100850E

[A1UC08CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

791.

100850D

[A5CfQD" <CTGD\\$K](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

792.

100850J

[A6@QeAD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

793.

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

794.

100850H

[AäBDiQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

795.

100850I

[A1UCÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyati's solution](#)

796.

100850F

[B1UC08Cô>Cd0D\\$8Dö](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyat's solution](#)

797.

100850A

[A: 3D > CÂ; Dă1C,,BCT; DÀ](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nyat's solution](#)