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Unique solved — Ormlis

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

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Filters: none

Count: 4,150

1.

2211A

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

Quality: 16,052 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

[Ormlis's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,673 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

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3.

2183A

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

Quality: 23,664 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: [games](#)

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4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

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5.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

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6.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [number theory](#)

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7.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

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8.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [sortings](#)

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9.

2152A

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Quality: 22,302 global accepts · Rating: 800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)

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10.

2146A

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

Quality: 21,834 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
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11.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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12.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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13.

2126B

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

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14.

2126A

[Only One Digit](#) · [Tutorial](#)

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15.

2124A

[Deranged Deletions](#) · [Tutorial](#)

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16.

2104A

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17.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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18.

2084A

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19.

2086A

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20.

2074B

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21.

2074A

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22.

2062A

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23.

2061A

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24.

2055A

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25.

2057A

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26.

2053A

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27.

1056A

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28.

2043A

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29.

2048A

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30.

2040A

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31.

2034A

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32.

2039A

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33.

2038J

[Waiting for...](#) · [Tutorial](#)

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34.

2038N

[Fixing the Expression](#) · [Tutorial](#)

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35.

2029A

[Set](#) · [Tutorial](#)

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36.

2032A

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37.

2035A

[Sliding](#) · [Tutorial](#)

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38.

2025A

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39.

2021A

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40.

2020A

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41.

2013A

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42.

2001A

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43.

2002A

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44.

1999C

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45.

1999A

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46.

1998A

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47.

1993A

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48.

1997A

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[Ormlis's solution](#)

49.

1991A

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50.

1995A

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51.

1994A

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52.

1987A

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53.

1982A

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54.

1984A

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55.

1980B

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56.

1980A

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57.

1976A

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58.

1975A

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59.

1957A

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60.

1955A

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61.

1956B

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62.

1956A

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structures, games, greedy

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63.

1942A

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64.

1946A

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65.

1930A

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

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

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66.

1866A

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67.

1919B

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68.

1919A

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69.

1054A

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

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70.

1916A

[2023](#) · [Tutorial](#)

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71.

1915C

[Can I Square?](#) · [Tutorial](#)

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72.

1915B

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

Quality: 50,346 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

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73.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,787 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

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74.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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75.

1909A

[Distinct Buttons](#) · [Tutorial](#)

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76.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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77.

1905A

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78.

1903A

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79.

1896A

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80.

1178A

[Prime Minister](#) · [Tutorial](#)

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81.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

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82.

1886A

[Sum of Three](#) · [Tutorial](#)

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83.

1870A

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84.

1867A

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85.

1861A

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86.

1863A

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Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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87.

1864A

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88.

1858A

[Buttons](#) · [Tutorial](#)

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89.

1859A

[United We Stand](#) · [Tutorial](#)

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90.

1081A

[Definite Game](#) · [Tutorial](#)

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91.

1842A

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

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92.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,951 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
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93.

1846A

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94.

1845A

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

Quality: 47,329 global accepts · Rating: 800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
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95.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

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96.

1833A

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Quality: 35,080 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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97.

1832A

[New Palindrome](#) · [Tutorial](#)

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98.

1837A

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

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99.

1748A

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

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100.

1823A

[A-characteristic](#) · [Tutorial](#)

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101.

1797A

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102.

1814A

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103.

1810B

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104.

1810A

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1806A

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1804A

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107.

1794A

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108.

1468E

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1796A

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111.

1091A

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112.

1097A

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Quality: 43,802 global accepts · Rating: 800 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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113.

1725A

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114.

932A

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1776A

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1795A

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117.

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118.

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1740B

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1781A

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126.

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1731A

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1774A

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130.

1767A

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131.

1767B

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132.

1769A

[B47Cm0Dò 4Cä @ Cä3C](#)

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133.

1764A

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1750B

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1746B

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1746A

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1738A

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1721A

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1716B

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1716A

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1704A

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1706A

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1605A

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1682A

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1681B

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160.

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1697A

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1698B

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1698A

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1696A

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1695A

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1651B

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1684B

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1684A

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1644B

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1675A

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1680B

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1680A

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180.

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181.

1676B

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182.

1676A

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1670A

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184.

1674B

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185.

1674A

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186.

1672B

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1672A

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188.

1671A

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189.

1658B

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190.

1658A

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1660B

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192.

1660A

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193.

1656A

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194.

1657B

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Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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195.

1657A

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196.

1652B

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197.

1652A

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198.

1638A

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199.

1634A

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200.

1637A

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201.

1633B

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202.

1633A

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203.

1625A

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204.

1626A

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205.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 800 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

206.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Ormlis's solution](#)

207.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

208.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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209.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

210.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

211.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

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212.

1622A

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Quality: 32,030 global accepts · Rating: 800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

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213.

1620A

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Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation

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214.

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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215.

1617A

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216.

1618B

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Quality: 23,835 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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217.

1618A

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218.

1612A

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Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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219.

1583A

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220.

1593A

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221.

1598A

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222.

1574A

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[Ormlis's solution](#)

223.

1566B

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Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Ormlis's solution](#)

224.

1566A

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[Ormlis's solution](#)

225.

1569A

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Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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226.

1567A

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Quality: 31,715 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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227.

1556A

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228.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

229.

1473A

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[Ormlis's solution](#)

230.

1554A

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[Ormlis's solution](#)

231.

1552A

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Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

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232.

1553A

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233.

1544B

[Putting Plates](#) · [Tutorial](#)

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[Ormlis's solution](#)

234.

1544A

[Binary Decimal](#) · [Tutorial](#)

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235.

1550A

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236.

1547B

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237.

1547A

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Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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238.

1542A

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Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

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239.

1493A

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Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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240.

1209A

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241.

1220A

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242.

1539B

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243.

1537A

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244.

1534A

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245.

1498A

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246.

1538B

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247.

1538A

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248.

1526A

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249.

1536A

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250.

1535A

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Quality: 57,151 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Ormlis's solution](#)

251.

1523A

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Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

252.

1525A

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Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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253.

1515A

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Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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254.

1519B

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255.

1519A

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256.

1517A

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Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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257.

1516A

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258.

1511A

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259.

1513A

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Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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260.

1512B

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Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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261.

1512A

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262.

1482A

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Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: math

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263.

1499A

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264.

1497A

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265.

1491A

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266.

1492A

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267.

50A

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[Ormlis's solution](#)

268.

1487A

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269.

1474A

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270.

1466B

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271.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

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272.

1443A

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Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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273.

1411A

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[Ormlis's solution](#)

274.

1462B

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275.

1462A

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276.

1461A

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Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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277.

1453A

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278.

1450A

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279.

1457A

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280.

1455A

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281.

1454B

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Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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282.

1454A

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283.

1451A

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284.

1452C

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285.

1452A

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[Ormlis's solution](#)

286.

1367B

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[Ormlis's solution](#)

287.

1367A

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Quality: 67,703 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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288.

1438A

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Quality: 19,750 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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289.

1389A

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Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ormlis's solution](#)

290.

1385B

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Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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291.

1385A

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[Ormlis's solution](#)

292.

1437A

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Quality: 18,464 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ormlis's solution](#)

293.

1374A

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Quality: 64,176 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ormlis's solution](#)

294.

1413A

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Quality: 15,291 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

295.

1436A

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[Ormlis's solution](#)

296.

1433B

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[Ormlis's solution](#)

297.

1433A

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Quality: 62,638 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

298.

1388A

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[Ormlis's solution](#)

299.

1421A

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Quality: 35,463 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[Ormlis's solution](#)

300.

1428A

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Quality: 17,066 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math
[Ormlis's solution](#)

301.

1430B

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Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Ormlis's solution](#)

302.

1422A

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Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[Ormlis's solution](#)

303.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,807 global accepts · Rating: 800 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Ormlis's solution](#)

304.

1399A

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Quality: 80,578 global accepts · Rating: 800 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Ormlis's solution](#)

305.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Ormlis's solution](#)

306.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,954 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Ormlis's solution](#)

307.

1393A

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Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Ormlis's solution](#)

308.

1391B

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Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
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309.

1391A

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[Ormlis's solution](#)

310.

1400A

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311.

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1398B

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314.

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315.

1368A

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316.

1409A

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317.

1372A

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318.

1358A

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1360B

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325.

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326.

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330.

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331.

1230A

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332.

1325B

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333.

1325A

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334.

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335.

1316A

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336.

1305A

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337.

1311A

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338.

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339.

1307A

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341.

1301A

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343.

1300A

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1196A

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1294A

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1285A

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354.

1271A

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355.

101199A

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356.

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357.

231A

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358.

158A

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359.

71A

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4A

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361.

1223A

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362.

2178B

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363.

2157B

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364.

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366.

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368.

2035B

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2013B

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370.

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371.

1954A

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1951A

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373.

1915D

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374.

1896B

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914A

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376.

1860A

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1848A

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381.

1823B

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382.

1806B

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383.

1794B

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384.

1468N

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913A

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1775A2

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388.

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392.

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394.

1705B

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396.

1689B

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397.

1697B

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398.

1699B

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399.

1696B

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400.

1373B

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401.

1675B

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402.

1617B

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403.

1609A

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404.

1610A

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405.

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406.

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407.

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409.

1208A

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410.

1555A

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411.

1537B

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412.

1535B

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414.

1505A

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415.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Ormlis's solution](#)

416.

1475B

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

Quality: 57,239 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[Ormlis's solution](#)

417.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,796 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Ormlis's solution](#)

418.

1471A

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

Quality: 38,201 global accepts · Rating: 900 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[Ormlis's solution](#)

419.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,445 global accepts · Rating: 900 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Ormlis's solution](#)

420.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[Ormlis's solution](#)

421.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,574 global accepts · Rating: 900 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ormlis's solution](#)

422.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

423.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

424.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Ormlis's solution](#)

425.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Ormlis's solution](#)

426.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

427.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Ormlis's solution](#)

428.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Ormlis's solution](#)

429.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,982 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Ormlis's solution](#)

430.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Ormlis's solution](#)

431.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,889 global accepts · Rating: 900 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[Ormlis's solution](#)

432.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,383 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[Ormlis's solution](#)

433.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Ormlis's solution](#)

434.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ormlis's solution](#)

435.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ormlis's solution](#)

436.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Ormlis's solution](#)

437.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[Ormlis's solution](#)

438.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,230 global accepts · Rating: 900 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation
[Ormlis's solution](#)

439.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,693 global accepts · Rating: 900 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ormlis's solution](#)

440.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,682 global accepts · Rating: 900 · first AC: 2020-02-05 · PyPy 3 (first AC) · Tags: greedy, math, strings
[Ormlis's solution](#)

441.

1295A

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

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ormlis's solution](#)

442.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ormlis's solution](#)

443.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ormlis's solution](#)

444.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

445.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · PyPy 3 (first AC) · Tags: brute force, greedy, math, sortings

[Ormlis's solution](#)

446.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,622 global accepts · Rating: 900 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: math

[Ormlis's solution](#)

447.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

448.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ormlis's solution](#)

449.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

450.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Ormlis's solution](#)

451.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,279 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ormlis's solution](#)

452.

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

453.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

454.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Ormlis's solution](#)

455.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ormlis's solution](#)

456.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ormlis's solution](#)

457.

2002B

[Removals Game](#) · [Tutorial](#)

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

[Ormlis's solution](#)

458.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,741 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Ormlis's solution](#)

459.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

460.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

461.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Ormlis's solution](#)

462.

1970A1

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

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Ormlis's solution](#)

463.

1955B

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

Quality: 32,262 global accepts · Rating: 1000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Ormlis's solution](#)

464.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Ormlis's solution](#)

465.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,069 global accepts · Rating: 1000 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

466.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

467.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,229 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Ormlis's solution](#)

468.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Ormlis's solution](#)

469.

1876A

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

Quality: 34,905 global accepts · Rating: 1000 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

470.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Ormlis's solution](#)

471.

1858C

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

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

[Ormlis's solution](#)

472.

1859B

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

Quality: 43,893 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ormlis's solution](#)

473.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Ormlis's solution](#)

474.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Ormlis's solution](#)

475.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Ormlis's solution](#)

476.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Ormlis's solution](#)

477.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Ormlis's solution](#)

478.

1796B

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

Quality: 18,313 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Ormlis's solution](#)

479.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,261 global accepts · Rating: 1000 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Ormlis's solution](#)

480.

1784A

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

Quality: 17,136 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Ormlis's solution](#)

481.

1761B

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

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Ormlis's solution](#)

482.

1781B

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

Quality: 14,755 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Ormlis's solution](#)

483.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Ormlis's solution](#)

484.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ormlis's solution](#)

485.

1769B1

[A > 10000 > C\\$0C08CR DC 9C`>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[Ormlis's solution](#)

486.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

487.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,601 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

488.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Ormlis's solution](#)

489.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,908 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Ormlis's solution](#)

490.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

491.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

492.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,305 global accepts · Rating: 1000 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Ormlis's solution](#)

493.

1695B

[Circle Game](#) · [Tutorial](#)

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

[Ormlis's solution](#)

494.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Ormlis's solution](#)

495.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,950 global accepts · Rating: 1000 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

496.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,311 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Ormlis's solution](#)

497.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[Ormlis's solution](#)

498.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Ormlis's solution](#)

499.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 1000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

500.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Ormlis's solution](#)

501.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,468 global accepts · Rating: 1000 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Ormlis's solution](#)

502.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,884 global accepts · Rating: 1000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Ormlis's solution](#)

503.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Ormlis's solution](#)

504.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,050 global accepts · Rating: 1000 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Ormlis's solution](#)

505.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Ormlis's solution](#)

506.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

507.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,922 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Ormlis's solution](#)

508.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Ormlis's solution](#)

509.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,090 global accepts · Rating: 1000 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[Ormlis's solution](#)

510.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,038 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

511.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,525 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[Ormlis's solution](#)

512.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Ormlis's solution](#)

513.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Ormlis's solution](#)

514.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Ormlis's solution](#)

515.

1474B

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

Quality: 40,319 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Ormlis's solution](#)

516.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,042 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

517.

1469A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 30,031 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

518.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

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519.

1438B

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Quality: 29,060 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ormlis's solution](#)

520.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,910 global accepts · Rating: 1000 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Ormlis's solution](#)

521.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

522.

1430C

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Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Ormlis's solution](#)

523.

1419D1

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

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Ormlis's solution](#)

524.

1418A

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Quality: 33,831 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

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525.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Ormlis's solution](#)

526.

1359A

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Quality: 31,726 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Ormlis's solution](#)

527.

1358B

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Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

528.

1353C

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Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ormlis's solution](#)

529.

1342A

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Quality: 46,414 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

530.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

531.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

532.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

533.

1221A

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Quality: 18,161 global accepts · Rating: 1000 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ormlis's solution](#)

534.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,630 global accepts · Rating: 1000 · first AC: 2020-03-20 · PyPy 3 (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

535.

1326A

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Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Ormlis's solution](#)

536.

1312B

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Quality: 39,048 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Ormlis's solution](#)

537.

1300B

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Quality: 25,911 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ormlis's solution](#)

538.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2020-01-30 · PyPy 3 (first AC) · Tags: geometry, math

[Ormlis's solution](#)

539.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2020-01-30 · PyPy 3 (first AC) · Tags: implementation

[Ormlis's solution](#)

540.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Ormlis's solution](#)

541.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ormlis's solution](#)

542.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

543.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Ormlis's solution](#)

544.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,486 global accepts · Rating: 1000 · first AC: 2019-12-16 · PyPy 3 (first AC) · Tags: implementation

[Ormlis's solution](#)

545.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

546.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,395 global accepts · Rating: 1000 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: implementation, strings

[Ormlis's solution](#)

547.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,161 global accepts · Rating: 1000 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: math

[Ormlis's solution](#)

548.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ormlis's solution](#)

549.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · PyPy 3 (first AC) · Tags: implementation

[Ormlis's solution](#)

550.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1000 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: implementation

[Ormlis's solution](#)

551.

1223B

[Strings Equalization](#) · [Tutorial](#)

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-06 · PyPy 3 (first AC) · Tags: strings

[Ormlis's solution](#)

552.

2211B

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

Quality: 11,611 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Ormlis's solution](#)

553.

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

554.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,920 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

555.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ormlis's solution](#)

556.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

557.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,385 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Ormlis's solution](#)

558.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ormlis's solution](#)

559.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Ormlis's solution](#)

560.

2086B

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

Quality: 18,992 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Ormlis's solution](#)

561.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Ormlis's solution](#)

562.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Ormlis's solution](#)

563.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

564.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Ormlis's solution](#)

565.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

566.

2025B

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

Quality: 19,613 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

567.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,670 global accepts · Rating: 1100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Ormlis's solution](#)

568.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Ormlis's solution](#)

569.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,431 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Ormlis's solution](#)

570.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[Ormlis's solution](#)

571.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Ormlis's solution](#)

572.

1995B1

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

Quality: 20,983 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
[Ormlis's solution](#)

573.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Ormlis's solution](#)

574.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Ormlis's solution](#)

575.

1976B

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

Quality: 25,078 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Ormlis's solution](#)

576.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[Ormlis's solution](#)

577.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

578.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Ormlis's solution](#)

579.

1917B

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

Quality: 36,347 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Ormlis's solution](#)

580.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Ormlis's solution](#)

581.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Ormlis's solution](#)

582.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

583.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Ormlis's solution](#)

584.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ormlis's solution](#)

585.

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Ormlis's solution](#)

586.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,479 global accepts · Rating: 1100 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Ormlis's solution](#)

587.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Ormlis's solution](#)

588.

1826B

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

Quality: 28,152 global accepts · Rating: 1100 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

589.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,610 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

590.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Ormlis's solution](#)

591.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Ormlis's solution](#)

592.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Ormlis's solution](#)

593.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

594.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,552 global accepts · Rating: 1100 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

595.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ormlis's solution](#)

596.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ormlis's solution](#)

597.

1702C

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

Quality: 25,117 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

598.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,393 global accepts · Rating: 1100 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Ormlis's solution](#)

599.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ormlis's solution](#)

600.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Ormlis's solution](#)

601.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

602.

1673B

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

Quality: 21,766 global accepts · Rating: 1100 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Ormlis's solution](#)

603.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Ormlis's solution](#)

604.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Ormlis's solution](#)

605.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ormlis's solution](#)

606.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Ormlis's solution](#)

607.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[Ormlis's solution](#)

608.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Ormlis's solution](#)

609.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Ormlis's solution](#)

610.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Ormlis's solution](#)

611.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Ormlis's solution](#)

612.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

613.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Ormlis's solution](#)

614.

1623B

[Game on Ranges](#) · [Tutorial](#)

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

[Ormlis's solution](#)

615.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,395 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ormlis's solution](#)

616.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Ormlis's solution](#)

617.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Ormlis's solution](#)

618.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

619.

1575A

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Quality: 5,181 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

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1574B

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1566D1

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1119A

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637.

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1401B

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645.

1342B

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1335C

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1334B

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648.

1333B

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1324B

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656.

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660.

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1262A

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663.

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2135A

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1886B

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1874A

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1859C

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1848B

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1826A

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1149A

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960A

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702.

1792B

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703.

1769C1

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1738B

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705.

1713C

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1704C

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707.

1681C

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708.

1594C

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709.

1674D

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710.

1671C

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711.

1656C

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712.

1657C

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713.

1641A

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714.

1637C

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715.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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716.

1028B

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717.

1608B

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Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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718.

1583B

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1598C

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720.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[Ormlis's solution](#)

721.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,705 global accepts · Rating: 1200 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Ormlis's solution](#)

722.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Ormlis's solution](#)

723.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings
[Ormlis's solution](#)

724.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[Ormlis's solution](#)

725.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,457 global accepts · Rating: 1200 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

726.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

727.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,023 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[Ormlis's solution](#)

728.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,393 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Ormlis's solution](#)

729.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ormlis's solution](#)

730.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[Ormlis's solution](#)

731.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ormlis's solution](#)

732.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Ormlis's solution](#)

733.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

734.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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735.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[Ormlis's solution](#)

736.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Ormlis's solution](#)

737.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Ormlis's solution](#)

738.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Ormlis's solution](#)

739.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Ormlis's solution](#)

740.

1437B

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

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Ormlis's solution](#)

741.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,571 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar
[Ormlis's solution](#)

742.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[Ormlis's solution](#)

743.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers
[Ormlis's solution](#)

744.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[Ormlis's solution](#)

745.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

746.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

747.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

748.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-09-16 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Ormlis's solution](#)

749.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Ormlis's solution](#)

750.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Ormlis's solution](#)

751.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[Ormlis's solution](#)

752.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Ormlis's solution](#)

753.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Ormlis's solution](#)

754.

1352B

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

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

755.

1352C

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

Quality: 69,758 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Ormlis's solution](#)

756.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Ormlis's solution](#)

757.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

758.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,672 global accepts · Rating: 1200 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Ormlis's solution](#)

759.

1118B

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

Quality: 13,244 global accepts · Rating: 1200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ormlis's solution](#)

760.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,081 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

761.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Ormlis's solution](#)

762.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Ormlis's solution](#)

763.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-24 · PyPy 3 (first AC) · Tags: dfs and similar, sortings

[Ormlis's solution](#)

764.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

765.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ormlis's solution](#)

766.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Ormlis's solution](#)

767.

101199C

[Parallelogram is Back](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-12-19 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

768.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1200 · first AC: 2019-12-16 · PyPy 3 (first AC) · Tags: greedy, number theory

[Ormlis's solution](#)

769.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

770.

2211C1

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

Quality: 9,098 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Ormlis's solution](#)

771.

2201A1

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

Quality: 11,045 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Ormlis's solution](#)

772.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

773.

2165A

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Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

774.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Ormlis's solution](#)

775.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Ormlis's solution](#)

776.

2146C

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

Quality: 13,310 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[Ormlis's solution](#)

777.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Ormlis's solution](#)

778.

2129A

[Double Perspective · Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Ormlis's solution](#)

779.

2124C

[Subset Multiplication · Tutorial](#)

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ormlis's solution](#)

780.

2101A

[Mex in the Grid · Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

781.

2073L

[Boarding Queue · Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

782.

2086C

[Disappearing Permutation · Tutorial](#)

Quality: 16,125 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Ormlis's solution](#)

783.

2026B

[Black Cells · Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Ormlis's solution](#)

784.

2025C

[New Game · Tutorial](#)

Quality: 19,035 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

[Ormlis's solution](#)

785.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

786.

1999E

[Triple Operations · Tutorial](#)

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Ormlis's solution](#)

787.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

788.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Ormlis's solution](#)

789.

1980C

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

Quality: 21,701 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

790.

1955C

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

Quality: 24,495 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Ormlis's solution](#)

791.

1942C1

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

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

[Ormlis's solution](#)

792.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Ormlis's solution](#)

793.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ormlis's solution](#)

794.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

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795.

1913C

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

[Ormlis's solution](#)

796.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Ormlis's solution](#)

797.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Ormlis's solution](#)

798.

1889A

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

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ormlis's solution](#)

799.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Ormlis's solution](#)

800.

1867C

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

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Ormlis's solution](#)

801.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

802.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Ormlis's solution](#)

803.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Ormlis's solution](#)

804.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Ormlis's solution](#)

805.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Ormlis's solution](#)

806.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

807.

1810C

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

Quality: 16,550 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Ormlis's solution](#)

808.

1794C

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

Quality: 22,080 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Ormlis's solution](#)

809.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar

[Ormlis's solution](#)

810.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Ormlis's solution](#)

811.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

812.

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

[Ormlis's solution](#)

813.

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ormlis's solution](#)

814.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Ormlis's solution](#)

815.

1769C2

[A&TOD CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Ormlis's solution](#)

816.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

817.

1737B

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

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

[Ormlis's solution](#)

818.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[Ormlis's solution](#)

819.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[Ormlis's solution](#)

820.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Ormlis's solution](#)

821.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Ormlis's solution](#)

822.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees
[Ormlis's solution](#)

823.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[Ormlis's solution](#)

824.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,998 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Ormlis's solution](#)

825.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[Ormlis's solution](#)

826.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[Ormlis's solution](#)

827.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[Ormlis's solution](#)

828.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[Ormlis's solution](#)

829.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Ormlis's solution](#)

830.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Ormlis's solution](#)

831.

1618D

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

Quality: 20,895 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ormlis's solution](#)

832.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,799 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Ormlis's solution](#)

833.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Ormlis's solution](#)

834.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Ormlis's solution](#)

835.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Ormlis's solution](#)

836.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Ormlis's solution](#)

837.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

838.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

839.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

840.

1119B

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

Quality: 16,365 global accepts · Rating: 1300 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, sortings

[Ormlis's solution](#)

841.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Ormlis's solution](#)

842.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,082 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Ormlis's solution](#)

843.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Ormlis's solution](#)

844.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Ormlis's solution](#)

845.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ormlis's solution](#)

846.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Ormlis's solution](#)

847.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Ormlis's solution](#)

848.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

849.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1300 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[Ormlis's solution](#)

850.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

851.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

852.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,807 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Ormlis's solution](#)

853.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Ormlis's solution](#)

854.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[Ormlis's solution](#)

855.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Ormlis's solution](#)

856.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,381 global accepts · Rating: 1300 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Ormlis's solution](#)

857.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Ormlis's solution](#)

858.

1454D

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

Quality: 22,145 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

859.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ormlis's solution](#)

860.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

861.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,835 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Ormlis's solution](#)

862.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,949 global accepts · Rating: 1300 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[Ormlis's solution](#)

863.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

864.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Ormlis's solution](#)

865.

1420C1

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

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Ormlis's solution](#)

866.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

867.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,067 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Ormlis's solution](#)

868.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Ormlis's solution](#)

869.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[Ormlis's solution](#)

870.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,380 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Ormlis's solution](#)

871.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,992 global accepts · Rating: 1300 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Ormlis's solution](#)

872.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,993 global accepts · Rating: 1300 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

873.

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

874.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

875.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Ormlis's solution](#)

876.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Ormlis's solution](#)

877.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Ormlis's solution](#)

878.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2020-03-22 · PyPy 3 (first AC) · Tags: implementation, strings

[Ormlis's solution](#)

879.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2020-03-22 · PyPy 3 (first AC) · Tags: implementation

[Ormlis's solution](#)

880.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Ormlis's solution](#)

881.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ormlis's solution](#)

882.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · PyPy 3 (first AC) · Tags: brute force

[Ormlis's solution](#)

883.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Ormlis's solution](#)

884.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-05 · PyPy 3 (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

885.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,267 global accepts · Rating: 1300 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ormlis's solution](#)

886.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,825 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Ormlis's solution](#)

887.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ormlis's solution](#)

888.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Ormlis's solution](#)

889.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

890.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Ormlis's solution](#)

891.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Ormlis's solution](#)

892.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Ormlis's solution](#)

893.

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Ormlis's solution](#)

894.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Ormlis's solution](#)

895.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

896.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Ormlis's solution](#)

897.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Ormlis's solution](#)

898.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Ormlis's solution](#)

899.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Ormlis's solution](#)

900.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ormlis's solution](#)

901.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Ormlis's solution](#)

902.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Ormlis's solution](#)

903.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Ormlis's solution](#)

904.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Ormlis's solution](#)

905.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Ormlis's solution](#)

906.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Ormlis's solution](#)

907.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Ormlis's solution](#)

908.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Ormlis's solution](#)

909.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Ormlis's solution](#)

910.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ormlis's solution](#)

911.

2020C

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

Quality: 18,296 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Ormlis's solution](#)

912.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Ormlis's solution](#)

913.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

914.

1970C1

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

Quality: 5,035 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[Ormlis's solution](#)

915.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Ormlis's solution](#)

916.

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ormlis's solution](#)

917.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Ormlis's solution](#)

918.

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Ormlis's solution](#)

919.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ormlis's solution](#)

920.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ormlis's solution](#)

921.

1919C

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Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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922.

1909C

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Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

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923.

1905C

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924.

1903C

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Quality: 14,477 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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925.

1896C

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Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

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926.

1893A

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927.

1863D

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928.

1860C

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Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

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929.

1854A1

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Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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930.

1844D

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Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

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931.

1845C

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Quality: 16,787 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
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932.

1830A

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933.

1837D

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Quality: 21,967 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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934.

1748B

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Quality: 16,780 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
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935.

1824A

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Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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936.

1468C

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Quality: 10,484 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
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937.

1091C

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Quality: 10,558 global accepts · Rating: 1400 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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938.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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939.

1740C

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Quality: 12,334 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[Ormlis's solution](#)

940.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Ormlis's solution](#)

941.

1769B2

[A > C08D > C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force,

math

[Ormlis's solution](#)

942.

1764C

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Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Ormlis's solution](#)

943.

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

944.

1721C

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Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Ormlis's solution](#)

945.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ormlis's solution](#)

946.

1705C

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Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Ormlis's solution](#)

947.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[Ormlis's solution](#)

948.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Ormlis's solution](#)

949.

1605C

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Quality: 18,854 global accepts · Rating: 1400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Ormlis's solution](#)

950.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

951.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Ormlis's solution](#)

952.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Ormlis's solution](#)

953.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

954.

1684C

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Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

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955.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Ormlis's solution](#)

956.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force

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957.

1670C

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Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Ormlis's solution](#)

958.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Ormlis's solution](#)

959.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,299 global accepts · Rating: 1400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Ormlis's solution](#)

960.

1628A

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Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Ormlis's solution](#)

961.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

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962.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Ormlis's solution](#)

963.

1190A

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Quality: 9,807 global accepts · Rating: 1400 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[Ormlis's solution](#)

964.

1214A

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Quality: 9,492 global accepts · Rating: 1400 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Ormlis's solution](#)

965.

1548A

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Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Ormlis's solution](#)

966.

1540A

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Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Ormlis's solution](#)

967.

1526B

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Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Ormlis's solution](#)

968.

1535C

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Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

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969.

1515C

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Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ormlis's solution](#)

970.

1519C

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Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

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971.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, implementation

[Ormlis's solution](#)

972.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,100 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

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973.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Ormlis's solution](#)

974.

1475C

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Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

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975.

1462D

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Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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976.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,166 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ormlis's solution](#)

977.

1461B

[Find the Spruce](#) · [Tutorial](#)

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978.

1453B

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Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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979.

1456A

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Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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980.

1451C

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981.

1452B

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982.

1374D

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Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

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983.

1421C

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984.

1425F

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985.

1425A

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986.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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987.

1408B

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Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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988.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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989.

1375C

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Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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990.

1363B

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Quality: 26,120 global accepts · Rating: 1400 · first AC: 2020-09-16 · PyPy 3 (first AC) · Tags: implementation, strings

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991.

1354C1

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Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

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992.

1355D

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Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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993.

1348B

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Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ormlis's solution](#)

994.

1330B

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Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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995.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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996.

1332B

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Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Ormlis's solution](#)

997.

1324D

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[Ormlis's solution](#)

998.

1312C

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Quality: 18,346 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Ormlis's solution](#)

999.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

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1000.

1303B

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Quality: 16,805 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

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1001.

1293C

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Rating: 1400 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

1002.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

1003.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ormlis's solution](#)

1004.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Ormlis's solution](#)

1005.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ormlis's solution](#)

1006.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ormlis's solution](#)

1007.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

1008.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ormlis's solution](#)

1009.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ormlis's solution](#)

1010.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-16 · PyPy 3 (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

1011.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Ormlis's solution](#)

1012.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

1013.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ormlis's solution](#)**1014.**

2183C

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Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Ormlis's solution](#)**1015.**

2146D1

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Quality: 10,457 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Ormlis's solution](#)**1016.**

2115A

[Gellyfish and Flaming Peony · Tutorial](#)

Quality: 14,953 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Ormlis's solution](#)**1017.**

2077A

[Breach of Faith · Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ormlis's solution](#)**1018.**

2057C

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Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ormlis's solution](#)**1019.**

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

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2026C

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Quality: 12,627 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Ormlis's solution](#)**1021.**

2001C

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Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Ormlis's solution](#)**1022.**

1999F

[Expected Median · Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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1023.

1997D

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Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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1024.

1949B

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1025.

290B

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Quality: 2,617 global accepts · Rating: 1500 · first AC: 2024-03-18 · PyPy 3-64 (first AC) · Tags: *special, implementation

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1026.

1924A

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Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

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1027.

1054C

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Quality: 4,488 global accepts · Rating: 1500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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1028.

809A

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Quality: 4,875 global accepts · Rating: 1500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings

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1029.

891A

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Quality: 14,275 global accepts · Rating: 1500 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

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1030.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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1031.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

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1032.

1858B

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Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Ormlis's solution](#)

1033.

1081C

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Quality: 8,557 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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1034.

1081B

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Quality: 4,668 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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1035.

1842C

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Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

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1036.

1817A

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Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

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1037.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

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1038.

960B

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

Quality: 12,392 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Ormlis's solution](#)

1039.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,469 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ormlis's solution](#)

1040.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Ormlis's solution](#)

1041.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, sortings

[Ormlis's solution](#)

1042.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1500 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

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1043.

1776L

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Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

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1044.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Ormlis's solution](#)

1045.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,755 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

[Ormlis's solution](#)

1046.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Ormlis's solution](#)

1047.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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1048.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Ormlis's solution](#)

1049.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Ormlis's solution](#)

1050.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Ormlis's solution](#)

1051.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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1052.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Ormlis's solution](#)

1053.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[Ormlis's solution](#)

1054.

1673C

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Quality: 18,007 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Ormlis's solution](#)

1055.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,052 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Ormlis's solution](#)

1056.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Ormlis's solution](#)

1057.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ormlis's solution](#)

1058.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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1059.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Ormlis's solution](#)

1060.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[Ormlis's solution](#)

1061.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs

[Ormlis's solution](#)

1062.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Ormlis's solution](#)

1063.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Ormlis's solution](#)

1064.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

1065.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

1066.

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Ormlis's solution](#)

1067.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1068.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Ormlis's solution](#)

1069.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Ormlis's solution](#)

1070.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Ormlis's solution](#)

1071.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Ormlis's solution](#)

1072.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

1073.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ormlis's solution](#)

1074.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

1075.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ormlis's solution](#)

1076.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[Ormlis's solution](#)

1077.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Ormlis's solution](#)

1078.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[Ormlis's solution](#)

1079.

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

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1080.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,532 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

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1081.

1482B

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Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

1082.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[Ormlis's solution](#)

1083.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,494 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Ormlis's solution](#)

1084.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Ormlis's solution](#)

1085.

1487D

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Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Ormlis's solution](#)

1086.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

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1087.

1466D

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Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

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1088.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

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1089.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

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1090.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

1091.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Ormlis's solution](#)

1092.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,562 global accepts · Rating: 1500 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Ormlis's solution](#)

1093.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

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1094.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

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1095.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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1096.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ormlis's solution](#)

1097.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Ormlis's solution](#)

1098.

1426D

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

Quality: 17,599 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ormlis's solution](#)

1099.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Ormlis's solution](#)

1100.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Ormlis's solution](#)

1101.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Ormlis's solution](#)

1102.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Ormlis's solution](#)

1103.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Ormlis's solution](#)

1104.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

1105.

1368B

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

Quality: 21,420 global accepts · Rating: 1500 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Ormlis's solution](#)

1106.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,126 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Ormlis's solution](#)

1107.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Ormlis's solution](#)

1108.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

1109.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Ormlis's solution](#)

1110.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ormlis's solution](#)

1111.

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

1112.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Ormlis's solution](#)

1113.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1500 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[Ormlis's solution](#)

1114.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Ormlis's solution](#)

1115.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

1116.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

1117.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Ormlis's solution](#)

1118.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

1119.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Ormlis's solution](#)

1120.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Ormlis's solution](#)

1121.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ormlis's solution](#)

1122.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Ormlis's solution](#)

1123.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy

[Ormlis's solution](#)

1124.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2020-02-21 · PyPy 3 (first AC) · Tags: implementation, math

[Ormlis's solution](#)

1125.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Ormlis's solution](#)

1126.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Ormlis's solution](#)

1127.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,969 global accepts · Rating: 1500 · first AC: 2020-02-13 · PyPy 3 (first AC) · Tags: binary search, greedy, ternary search

[Ormlis's solution](#)

1128.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

1129.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ormlis's solution](#)

1130.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ormlis's solution](#)

1131.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

1132.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ormlis's solution](#)

1133.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-06 · PyPy 3 (first AC) · Tags: brute force, data structures, implementation

[Ormlis's solution](#)

1134.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[Ormlis's solution](#)

1135.

101199J

[Voting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

1136.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Ormlis's solution](#)

1137.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

1138.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2019-12-12 · PyPy 3 (first AC) · Tags: brute force, dp

[Ormlis's solution](#)

1139.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

1140.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-11-29 · last AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ormlis's solution](#)

1141.

2207C

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

Quality: 5,440 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Ormlis's solution](#)

1142.

2207B

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

Quality: 5,801 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Ormlis's solution](#)

1143.

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Ormlis's solution](#)

1144.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Ormlis's solution](#)

1145.

2196B

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

Quality: 8,576 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[Ormlis's solution](#)

1146.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Ormlis's solution](#)

1147.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,259 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Ormlis's solution](#)

1148.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Ormlis's solution](#)

1149.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[Ormlis's solution](#)

1150.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Ormlis's solution](#)

1151.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Ormlis's solution](#)

1152.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Ormlis's solution](#)

1153.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

1154.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Ormlis's solution](#)

1155.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Ormlis's solution](#)

1156.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Ormlis's solution](#)

1157.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ormlis's solution](#)

1158.

2028C

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

Quality: 9,978 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Ormlis's solution](#)

1159.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Ormlis's solution](#)

1160.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Ormlis's solution](#)

1161.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Ormlis's solution](#)

1162.

1957C

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

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

1163.

1956C

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

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

1164.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Ormlis's solution](#)

1165.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

1166.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Ormlis's solution](#)

1167.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, two pointers

[Ormlis's solution](#)

1168.

1886C

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

Quality: 16,595 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Ormlis's solution](#)

1169.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Ormlis's solution](#)

1170.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

1171.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1600 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Ormlis's solution](#)

1172.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1600 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Ormlis's solution](#)

1173.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Ormlis's solution](#)

1174.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Ormlis's solution](#)

1175.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

1176.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Ormlis's solution](#)

1177.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Ormlis's solution](#)

1178.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Ormlis's solution](#)

1179.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Ormlis's solution](#)

1180.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Ormlis's solution](#)

1181.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Ormlis's solution](#)

1182.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[Ormlis's solution](#)

1183.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ormlis's solution](#)

1184.

1781C

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

Quality: 10,457 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

[Ormlis's solution](#)

1185.

1775C

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

Quality: 14,205 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Ormlis's solution](#)

1186.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

1187.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Ormlis's solution](#)

1188.

1714D

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

Quality: 10,321 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Ormlis's solution](#)

1189.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Ormlis's solution](#)

1190.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

1191.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Ormlis's solution](#)

1192.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,471 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Ormlis's solution](#)

1193.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ormlis's solution](#)

1194.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ormlis's solution](#)

1195.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Ormlis's solution](#)

1196.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Ormlis's solution](#)

1197.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Ormlis's solution](#)

1198.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,003 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Ormlis's solution](#)

1199.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Ormlis's solution](#)

1200.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[Ormlis's solution](#)

1201.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ormlis's solution](#)

1202.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,688 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

1203.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Ormlis's solution](#)

1204.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

1205.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Ormlis's solution](#)

1206.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,051 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, sortings

[Ormlis's solution](#)**1207.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)**1208.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Ormlis's solution](#)**1209.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Ormlis's solution](#)**1210.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[Ormlis's solution](#)**1211.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Ormlis's solution](#)**1212.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Ormlis's solution](#)**1213.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)**1214.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)**1215.**

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[Ormlis's solution](#)

1216.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Ormlis's solution](#)

1217.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1600 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games

[Ormlis's solution](#)

1218.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1600 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Ormlis's solution](#)

1219.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Ormlis's solution](#)

1220.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ormlis's solution](#)

1221.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ormlis's solution](#)

1222.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Ormlis's solution](#)

1223.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1600 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: trees

[Ormlis's solution](#)

1224.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Ormlis's solution](#)

1225.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math

[Ormlis's solution](#)

1226.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

1227.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Ormlis's solution](#)

1228.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Ormlis's solution](#)

1229.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Ormlis's solution](#)

1230.

1526C2

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

Quality: 29,724 global accepts · Rating: 1600 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

1231.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Ormlis's solution](#)

1232.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Ormlis's solution](#)

1233.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Ormlis's solution](#)

1234.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Ormlis's solution](#)

1235.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Ormlis's solution](#)

1236.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Ormlis's solution](#)

1237.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

1238.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[Ormlis's solution](#)

1239.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Ormlis's solution](#)

1240.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Ormlis's solution](#)

1241.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,610 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Ormlis's solution](#)

1242.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing

[Ormlis's solution](#)

1243.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

1244.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Ormlis's solution](#)

1245.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[Ormlis's solution](#)

1246.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,668 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Ormlis's solution](#)

1247.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Ormlis's solution](#)

1248.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,292 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

1249.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Ormlis's solution](#)

1250.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ormlis's solution](#)

1251.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

1252.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,343 global accepts · Rating: 1600 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Ormlis's solution](#)

1253.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Ormlis's solution](#)

1254.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Ormlis's solution](#)

1255.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[Ormlis's solution](#)

1256.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,586 global accepts · Rating: 1600 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Ormlis's solution](#)

1257.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-09-16 · PyPy 3 (first AC) · Tags: games, trees

[Ormlis's solution](#)

1258.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Ormlis's solution](#)

1259.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Ormlis's solution](#)

1260.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ormlis's solution](#)

1261.

1353D

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

Quality: 20,278 global accepts · Rating: 1600 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Ormlis's solution](#)

1262.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,633 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Ormlis's solution](#)

1263.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

1264.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[Ormlis's solution](#)

1265.

1348C

[Phoenix and Distribution](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ormlis's solution](#)

1266.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

1267.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Ormlis's solution](#)

1268.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ormlis's solution](#)

1269.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Ormlis's solution](#)

1270.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

1271.

1305C

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

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Ormlis's solution](#)

1272.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[Ormlis's solution](#)

1273.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · PyPy 3 (first AC) · Tags: dfs and similar, greedy, implementation

[Ormlis's solution](#)

1274.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Ormlis's solution](#)

1275.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-05 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, math

[Ormlis's solution](#)

1276.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ormlis's solution](#)

1277.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-01-30 · PyPy 3 (first AC) · Tags: two pointers

[Ormlis's solution](#)

1278.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Ormlis's solution](#)

1279.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Ormlis's solution](#)

1280.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ormlis's solution](#)

1281.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ormlis's solution](#)

1282.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ormlis's solution](#)

1283.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,686 global accepts · Rating: 1600 · first AC: 2019-12-16 · PyPy 3 (first AC) · Tags: greedy

[Ormlis's solution](#)

1284.

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

1285.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: bitmasks, brute force, math

[Ormlis's solution](#)

1286.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2019-10-06 · PyPy 3 (first AC) · Tags: binary search, greedy

[Ormlis's solution](#)

1287.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

1288.

2201A2

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

Quality: 5,080 global accepts · Rating: 1700 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Ormlis's solution](#)

1289.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

1290.

2159A

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

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Ormlis's solution](#)

1291.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Ormlis's solution](#)

1292.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Ormlis's solution](#)

1293.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Ormlis's solution](#)

1294.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Ormlis's solution](#)

1295.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Ormlis's solution](#)

1296.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,089 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Ormlis's solution](#)

1297.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ormlis's solution](#)

1298.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Ormlis's solution](#)

1299.

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Ormlis's solution](#)

1300.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Ormlis's solution](#)

1301.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: sortings, two pointers

[Ormlis's solution](#)

1302.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings

[Ormlis's solution](#)

1303.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ormlis's solution](#)

1304.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Ormlis's solution](#)

1305.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Ormlis's solution](#)

1306.

2006A

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

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Ormlis's solution](#)

1307.

1995B2

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

Quality: 10,149 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

[Ormlis's solution](#)

1308.

1982D

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

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Ormlis's solution](#)

1309.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Ormlis's solution](#)

1310.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,495 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Ormlis's solution](#)

1311.

1970C2

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

Quality: 4,339 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Ormlis's solution](#)

1312.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Ormlis's solution](#)

1313.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Ormlis's solution](#)

1314.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Ormlis's solution](#)

1315.

1930C

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

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

[Ormlis's solution](#)

1316.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Ormlis's solution](#)

1317.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings

[Ormlis's solution](#)

1318.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

1319.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Ormlis's solution](#)

1320.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

1321.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Ormlis's solution](#)

1322.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ormlis's solution](#)

1323.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ormlis's solution](#)

1324.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Ormlis's solution](#)

1325.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Ormlis's solution](#)

1326.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Ormlis's solution](#)

1327.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Ormlis's solution](#)

1328.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, trees

[Ormlis's solution](#)

1329.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Ormlis's solution](#)

1330.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Ormlis's solution](#)

1331.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Ormlis's solution](#)

1332.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Ormlis's solution](#)

1333.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Ormlis's solution](#)

1334.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Ormlis's solution](#)

1335.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

1336.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ormlis's solution](#)

1337.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Ormlis's solution](#)

1338.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, number theory

[Ormlis's solution](#)

1339.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Ormlis's solution](#)

1340.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

1341.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ormlis's solution](#)

1342.

1792D

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

Quality: 8,038 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

[Ormlis's solution](#)

1343.

1779D

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

Quality: 9,052 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

[Ormlis's solution](#)

1344.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Ormlis's solution](#)

1345.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,133 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Ormlis's solution](#)

1346.

1731D

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

Quality: 8,498 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

[Ormlis's solution](#)

1347.

1760G

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

Quality: 10,312 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Ormlis's solution](#)

1348.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Ormlis's solution](#)

1349.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Ormlis's solution](#)

1350.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Ormlis's solution](#)

1351.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Ormlis's solution](#)

1352.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[Ormlis's solution](#)

1353.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Ormlis's solution](#)

1354.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ormlis's solution](#)

1355.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Ormlis's solution](#)

1356.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

1357.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Ormlis's solution](#)

1358.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Ormlis's solution](#)

1359.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ormlis's solution](#)

1360.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Ormlis's solution](#)

1361.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Ormlis's solution](#)

1362.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Ormlis's solution](#)

1363.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Ormlis's solution](#)

1364.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

1365.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Ormlis's solution](#)

1366.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar

[Ormlis's solution](#)

1367.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 1700 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Ormlis's solution](#)

1368.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ormlis's solution](#)

1369.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Ormlis's solution](#)

1370.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Ormlis's solution](#)

1371.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

1372.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[Ormlis's solution](#)

1373.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Ormlis's solution](#)

1374.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,789 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

1375.

1583C

[Omkar and Determination](#) · [Tutorial](#)

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Ormlis's solution](#)

1376.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Ormlis's solution](#)

1377.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Ormlis's solution](#)

1378.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[Ormlis's solution](#)

1379.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Ormlis's solution](#)

1380.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Ormlis's solution](#)

1381.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Ormlis's solution](#)

1382.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[Ormlis's solution](#)

1383.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Ormlis's solution](#)

1384.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,726 global accepts · Rating: 1700 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Ormlis's solution](#)

1385.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Ormlis's solution](#)

1386.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

1387.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

1388.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Ormlis's solution](#)

1389.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1700 · first AC: 2021-04-11 · last AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Ormlis's solution](#)

1390.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Ormlis's solution](#)

1391.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Ormlis's solution](#)

1392.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Ormlis's solution](#)

1393.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Ormlis's solution](#)

1394.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Ormlis's solution](#)

1395.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ormlis's solution](#)

1396.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,364 global accepts · Rating: 1700 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Ormlis's solution](#)

1397.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Ormlis's solution](#)

1398.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

1399.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[Ormlis's solution](#)

1400.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Ormlis's solution](#)

1401.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Ormlis's solution](#)

1402.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

1403.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ormlis's solution](#)

1404.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Ormlis's solution](#)

1405.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

1406.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Ormlis's solution](#)

1407.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1700 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Ormlis's solution](#)

1408.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ormlis's solution](#)

1409.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Ormlis's solution](#)

1410.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Ormlis's solution](#)

1411.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Ormlis's solution](#)

1412.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Ormlis's solution](#)

1413.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Ormlis's solution](#)

1414.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Ormlis's solution](#)

1415.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

1416.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Ormlis's solution](#)

1417.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Ormlis's solution](#)

1418.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ormlis's solution](#)

1419.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Ormlis's solution](#)

1420.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Ormlis's solution](#)

1421.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Ormlis's solution](#)

1422.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

1423.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Ormlis's solution](#)

1424.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ormlis's solution](#)

1425.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

1426.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ormlis's solution](#)

1427.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-03-22 · PyPy 3 (first AC) · Tags: games, math

[Ormlis's solution](#)

1428.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-20 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[Ormlis's solution](#)

1429.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Ormlis's solution](#)

1430.

1324E

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

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Ormlis's solution](#)

1431.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2020-03-12 · PyPy 3 (first AC) · Tags: *special, implementation

[Ormlis's solution](#)

1432.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ormlis's solution](#)

1433.

1321D

[Navigation System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Ormlis's solution](#)

1434.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ormlis's solution](#)

1435.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Ormlis's solution](#)

1436.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

1437.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2020-02-21 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

1438.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Ormlis's solution](#)

1439.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Ormlis's solution](#)

1440.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: brute force, dp, shortest paths

[Ormlis's solution](#)

1441.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-21 · PyPy 3 (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

1442.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Ormlis's solution](#)

1443.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

1444.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,621 global accepts · Rating: 1700 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: dp

[Ormlis's solution](#)

1445.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ormlis's solution](#)

1446.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

1447.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[Ormlis's solution](#)

1448.

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2026-03-02 · PyPy 3-64 (first AC) · Tags: binary search, brute force, expression parsing, implementation

[Ormlis's solution](#)

1449.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

two pointers

[Ormlis's solution](#)

1450.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Ormlis's solution](#)

1451.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Ormlis's solution](#)

1452.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Ormlis's solution](#)

1453.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Ormlis's solution](#)

1454.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Ormlis's solution](#)

1455.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Ormlis's solution](#)

1456.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Ormlis's solution](#)

1457.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Ormlis's solution](#)

1458.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ormlis's solution](#)

1459.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Ormlis's solution](#)

1460.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Ormlis's solution](#)

1461.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,877 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

[Ormlis's solution](#)

1462.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Ormlis's solution](#)

1463.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Ormlis's solution](#)

1464.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Ormlis's solution](#)

1465.

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

[Ormlis's solution](#)

1466.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Ormlis's solution](#)

1467.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ormlis's solution](#)

1468.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Ormlis's solution](#)

1469.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[Ormlis's solution](#)

1470.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Ormlis's solution](#)

1471.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Ormlis's solution](#)

1472.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Ormlis's solution](#)

1473.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Ormlis's solution](#)

1474.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Ormlis's solution](#)

1475.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

1476.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Ormlis's solution](#)

1477.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Ormlis's solution](#)

1478.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

1479.

1859D

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

Quality: 7,995 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

[Ormlis's solution](#)

1480.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Ormlis's solution](#)

1481.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Ormlis's solution](#)

1482.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Ormlis's solution](#)

1483.

1848C

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

Quality: 7,167 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

1484.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Ormlis's solution](#)

1485.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Ormlis's solution](#)

1486.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Ormlis's solution](#)

1487.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Ormlis's solution](#)

1488.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

1489.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ormlis's solution](#)

1490.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

1491.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[Ormlis's solution](#)

1492.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

1493.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,389 global accepts · Rating: 1800 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Ormlis's solution](#)

1494.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Ormlis's solution](#)

1495.

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ormlis's solution](#)

1496.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

1497.

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

[Ormlis's solution](#)

1498.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Ormlis's solution](#)

1499.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Ormlis's solution](#)

1500.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Ormlis's solution](#)

1501.

1769D1

[A,3D00C1 CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[Ormlis's solution](#)

1502.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ormlis's solution](#)

1503.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Ormlis's solution](#)

1504.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Ormlis's solution](#)

1505.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

1506.

1705D

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

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1507.

1709C

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Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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1508.

1691D

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Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

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1509.

1675F

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Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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1510.

1674F

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Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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1511.

1637D

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1512.

933A

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1513.

917A

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1514.

1630B

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[Ormlis's solution](#)

1515.

963A

[Alternating Sum](#) · [Tutorial](#)

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1516.

983B

[XOR-pyramid](#) · [Tutorial](#)

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1517.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Ormlis's solution](#)

1518.

1617D1

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Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Ormlis's solution](#)

1519.

1583D

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[Ormlis's solution](#)

1520.

1575D

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[Ormlis's solution](#)**1521.**

986B

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1572A

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Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Ormlis's solution](#)**1523.**

1083A

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Quality: 6,269 global accepts · Rating: 1800 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Ormlis's solution](#)**1524.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Ormlis's solution](#)**1525.**

1010B

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[Ormlis's solution](#)**1526.**

1067B

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[Ormlis's solution](#)**1527.**

1109B

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[Ormlis's solution](#)**1528.**

1556D

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Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ormlis's solution](#)**1529.**

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Ormlis's solution](#)**1530.**

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Ormlis's solution](#)

1531.

1179B

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Quality: 4,592 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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1532.

1560E

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Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[Ormlis's solution](#)

1533.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

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1534.

89A

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1535.

83B

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Quality: 1,892 global accepts · Rating: 1800 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings

[Ormlis's solution](#)

1536.

1208C

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Quality: 6,364 global accepts · Rating: 1800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

1537.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,559 global accepts · Rating: 1800 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Ormlis's solution](#)

1538.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

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1539.

1548B

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[Ormlis's solution](#)

1540.

1552D

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1541.

1552C

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[Ormlis's solution](#)

1542.

1534D

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Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Ormlis's solution](#)

1543.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Ormlis's solution](#)

1544.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[Ormlis's solution](#)

1545.

1517D

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Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Ormlis's solution](#)

1546.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Ormlis's solution](#)

1547.

1505E

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Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Ormlis's solution](#)

1548.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[Ormlis's solution](#)

1549.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · last AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Ormlis's solution](#)

1550.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

1551.

1475D

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Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Ormlis's solution](#)

1552.

1466E

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[Ormlis's solution](#)

1553.

1462F

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Quality: 8,537 global accepts · Rating: 1800 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Ormlis's solution](#)

1554.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ormlis's solution](#)

1555.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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1556.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

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1557.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,808 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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1558.

1442B

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1559.

1442A

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Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

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1560.

1437C

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Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy,

math, sortings

[Ormlis's solution](#)

1561.

1426E

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Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Ormlis's solution](#)

1562.

1420D

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1563.

1394A

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Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

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1564.

1396B

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1565.

1398D

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1566.

1409E

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1567.

1401D

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Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

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1568.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

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1569.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[Ormlis's solution](#)

1570.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Ormlis's solution](#)

1571.

1338B

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Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Ormlis's solution](#)

1572.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Ormlis's solution](#)

1573.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Ormlis's solution](#)

1574.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2020-04-04 · last AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ormlis's solution](#)

1575.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

1576.

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Ormlis's solution](#)

1577.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Ormlis's solution](#)

1578.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

1579.

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Ormlis's solution](#)

1580.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Ormlis's solution](#)

1581.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ormlis's solution](#)

1582.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Ormlis's solution](#)

1583.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Ormlis's solution](#)

1584.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Ormlis's solution](#)

1585.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

1586.

952D

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Quality: 2,566 global accepts · Rating: 1800 · first AC: 2020-02-06 · PyPy 3 (first AC) · Tags: *special, probabilities

[Ormlis's solution](#)

1587.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Ormlis's solution](#)

1588.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-05 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Ormlis's solution](#)

1589.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

1590.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · last AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, data structures, dfs and similar, graphs, greedy, trees

[Ormlis's solution](#)

1591.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ormlis's solution](#)

1592.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

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1593.

1283D

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Quality: 9,440 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

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1594.

1283E

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Quality: 7,327 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

1595.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Ormlis's solution](#)

1596.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

1597.

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · last AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Ormlis's solution](#)

1598.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,040 global accepts · Rating: 1800 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: hashing, math, number theory

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1599.

2211D

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Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[Ormlis's solution](#)

1600.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[Ormlis's solution](#)

1601.

2180C

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Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, number theory

[Ormlis's solution](#)

1602.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Ormlis's solution](#)

1603.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Ormlis's solution](#)

1604.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[Ormlis's solution](#)

1605.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Ormlis's solution](#)

1606.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ormlis's solution](#)

1607.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

1608.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Ormlis's solution](#)

1609.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Ormlis's solution](#)

1610.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Ormlis's solution](#)

1611.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy, implementation

[Ormlis's solution](#)

1612.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Ormlis's solution](#)

1613.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: interactive, trees

[Ormlis's solution](#)

1614.

2040D

[Non Prime Tree](#) · [Tutorial](#)

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

[Ormlis's solution](#)

1615.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,955 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Ormlis's solution](#)

1616.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Ormlis's solution](#)

1617.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Ormlis's solution](#)

1618.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Ormlis's solution](#)

1619.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,188 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Ormlis's solution](#)

1620.

2013D

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

Quality: 7,469 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Ormlis's solution](#)

1621.

2001D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Ormlis's solution](#)

1622.

2002D1

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

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Ormlis's solution](#)

1623.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Ormlis's solution](#)

1624.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Ormlis's solution](#)

1625.

1991D

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

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

[Ormlis's solution](#)

1626.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Ormlis's solution](#)

1627.

1970C3

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

Quality: 2,444 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Ormlis's solution](#)

1628.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

1629.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,925 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Ormlis's solution](#)

1630.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Ormlis's solution](#)

1631.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Ormlis's solution](#)

1632.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Ormlis's solution](#)

1633.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

1634.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

1635.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Ormlis's solution](#)

1636.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

1637.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Ormlis's solution](#)

1638.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Ormlis's solution](#)

1639.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Ormlis's solution](#)

1640.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Ormlis's solution](#)

1641.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

1642.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Ormlis's solution](#)

1643.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ormlis's solution](#)

1644.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Ormlis's solution](#)

1645.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Ormlis's solution](#)

1646.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,404 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Ormlis's solution](#)

1647.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Ormlis's solution](#)

1648.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Ormlis's solution](#)

1649.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ormlis's solution](#)

1650.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Ormlis's solution](#)

1651.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Ormlis's solution](#)

1652.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ormlis's solution](#)

1653.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

1654.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Ormlis's solution](#)

1655.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

1656.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Ormlis's solution](#)

1657.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Ormlis's solution](#)

1658.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Ormlis's solution](#)

1659.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Ormlis's solution](#)

1660.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Ormlis's solution](#)

1661.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Ormlis's solution](#)

1662.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Ormlis's solution](#)

1663.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Ormlis's solution](#)

1664.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Ormlis's solution](#)

1665.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Ormlis's solution](#)

1666.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Ormlis's solution](#)

1667.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Ormlis's solution](#)

1668.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ormlis's solution](#)

1669.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Ormlis's solution](#)

1670.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Ormlis's solution](#)

1671.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data

structures, implementation, math

[Ormlis's solution](#)

1672.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ormlis's solution](#)

1673.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Ormlis's solution](#)

1674.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ormlis's solution](#)

1675.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

1676.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Ormlis's solution](#)

1677.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Ormlis's solution](#)

1678.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures

[Ormlis's solution](#)

1679.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

1680.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Ormlis's solution](#)

1681.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,502 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, shortest paths, two pointers

[Ormlis's solution](#)

1682.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Ormlis's solution](#)

1683.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Ormlis's solution](#)

1684.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, strings

[Ormlis's solution](#)

1685.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Ormlis's solution](#)

1686.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[Ormlis's solution](#)

1687.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Ormlis's solution](#)

1688.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Ormlis's solution](#)

1689.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Ormlis's solution](#)

1690.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Ormlis's solution](#)

1691.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math,

sortings

[Ormlis's solution](#)

1692.

1208D

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

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Ormlis's solution](#)

1693.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Ormlis's solution](#)

1694.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,448 global accepts · Rating: 1900 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Ormlis's solution](#)

1695.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Ormlis's solution](#)

1696.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[Ormlis's solution](#)

1697.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Ormlis's solution](#)

1698.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Ormlis's solution](#)

1699.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Ormlis's solution](#)

1700.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,814 global accepts · Rating: 1900 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Ormlis's solution](#)

1701.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation,

shortest paths

[Ormlis's solution](#)

1702.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math

[Ormlis's solution](#)

1703.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ormlis's solution](#)

1704.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Ormlis's solution](#)

1705.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Ormlis's solution](#)

1706.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

1707.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[Ormlis's solution](#)

1708.

1475F

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Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Ormlis's solution](#)

1709.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Ormlis's solution](#)

1710.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Ormlis's solution](#)

1711.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math, probabilities

[Ormlis's solution](#)

1712.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Ormlis's solution](#)

1713.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,840 global accepts · Rating: 1900 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Ormlis's solution](#)

1714.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Ormlis's solution](#)

1715.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · last AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Ormlis's solution](#)

1716.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,381 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Ormlis's solution](#)

1717.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ormlis's solution](#)

1718.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[Ormlis's solution](#)

1719.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[Ormlis's solution](#)

1720.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Ormlis's solution](#)

1721.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[Ormlis's solution](#)

1722.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Ormlis's solution](#)

1723.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Ormlis's solution](#)

1724.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Ormlis's solution](#)

1725.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Ormlis's solution](#)

1726.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

1727.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,167 global accepts · Rating: 1900 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Ormlis's solution](#)

1728.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Ormlis's solution](#)

1729.

1348D

[Phoenix and Science](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

1730.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Ormlis's solution](#)

1731.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms,

divide and conquer, greedy, implementation, sortings

[Ormlis's solution](#)

1732.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, number theory

[Ormlis's solution](#)

1733.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Ormlis's solution](#)

1734.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation

[Ormlis's solution](#)

1735.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

1736.

1133F2

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

Quality: 3,822 global accepts · Rating: 1900 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Ormlis's solution](#)

1737.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Ormlis's solution](#)

1738.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Ormlis's solution](#)

1739.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: data structures, dp, greedy

[Ormlis's solution](#)

1740.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-18 · last AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Ormlis's solution](#)

1741.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Ormlis's solution](#)

1742.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ormlis's solution](#)

1743.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Ormlis's solution](#)

1744.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Ormlis's solution](#)

1745.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Ormlis's solution](#)

1746.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ormlis's solution](#)

1747.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Ormlis's solution](#)

1748.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,275 global accepts · Rating: 1900 · first AC: 2019-12-16 · PyPy 3 (first AC) · Tags: data structures, hashing, implementation, math

[Ormlis's solution](#)

1749.

1265D

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

Rating: 1900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

1750.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Ormlis's solution](#)

1751.

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[Ormlis's solution](#)

1752.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ormlis's solution](#)

1753.

2196C2

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

Quality: 2,518 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Ormlis's solution](#)

1754.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Ormlis's solution](#)

1755.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Ormlis's solution](#)

1756.

2146D2

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

Quality: 4,034 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Ormlis's solution](#)

1757.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Ormlis's solution](#)

1758.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Ormlis's solution](#)

1759.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ormlis's solution](#)

1760.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ormlis's solution](#)

1761.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

1762.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Ormlis's solution](#)

1763.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Ormlis's solution](#)

1764.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Ormlis's solution](#)

1765.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Ormlis's solution](#)

1766.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Ormlis's solution](#)

1767.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Ormlis's solution](#)

1768.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ormlis's solution](#)

1769.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Ormlis's solution](#)

1770.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Ormlis's solution](#)

1771.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Ormlis's solution](#)

1772.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Ormlis's solution](#)

1773.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,880 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Ormlis's solution](#)

1774.

1976D

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

Quality: 5,797 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Ormlis's solution](#)

1775.

1970E2

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

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Ormlis's solution](#)

1776.

1956D

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

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Ormlis's solution](#)

1777.

1951E

[No Palindromes](#) · [Tutorial](#)

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

[Ormlis's solution](#)

1778.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

1779.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Ormlis's solution](#)

1780.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Ormlis's solution](#)

1781.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[Ormlis's solution](#)

1782.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: interactive, trees

[Ormlis's solution](#)

1783.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Ormlis's solution](#)

1784.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Ormlis's solution](#)

1785.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Ormlis's solution](#)

1786.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

1787.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Ormlis's solution](#)

1788.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Ormlis's solution](#)

1789.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,484 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Ormlis's solution](#)

1790.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Ormlis's solution](#)

1791.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Ormlis's solution](#)

1792.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Ormlis's solution](#)

1793.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

1794.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Ormlis's solution](#)

1795.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Ormlis's solution](#)

1796.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

1797.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Ormlis's solution](#)

1798.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Ormlis's solution](#)

1799.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Ormlis's solution](#)

1800.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Ormlis's solution](#)

1801.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Ormlis's solution](#)

1802.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

1803.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Ormlis's solution](#)

1804.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Ormlis's solution](#)

1805.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Ormlis's solution](#)

1806.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Ormlis's solution](#)

1807.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Ormlis's solution](#)

1808.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Ormlis's solution](#)

1809.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Ormlis's solution](#)

1810.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Ormlis's solution](#)

1811.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Ormlis's solution](#)

1812.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Ormlis's solution](#)

1813.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Ormlis's solution](#)

1814.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ormlis's solution](#)

1815.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Ormlis's solution](#)

1816.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Ormlis's solution](#)

1817.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ormlis's solution](#)

1818.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Ormlis's solution](#)

1819.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Ormlis's solution](#)

1820.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 2000 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ormlis's solution](#)

1821.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

1822.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ormlis's solution](#)

1823.

1060E

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

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Ormlis's solution](#)

1824.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ormlis's solution](#)

1825.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · last AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Ormlis's solution](#)

1826.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Ormlis's solution](#)

1827.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Ormlis's solution](#)

1828.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Ormlis's solution](#)

1829.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Ormlis's solution](#)

1830.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: games

[Ormlis's solution](#)

1831.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Ormlis's solution](#)

1832.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Ormlis's solution](#)

1833.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Ormlis's solution](#)

1834.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Ormlis's solution](#)

1835.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

1836.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Ormlis's solution](#)

1837.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

1838.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

1839.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Ormlis's solution](#)

1840.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Ormlis's solution](#)

1841.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive

algorithms, greedy, strings

[Ormlis's solution](#)

1842.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Ormlis's solution](#)

1843.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Ormlis's solution](#)

1844.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

1845.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-06-22 · last AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[Ormlis's solution](#)

1846.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Ormlis's solution](#)

1847.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Ormlis's solution](#)

1848.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-20 · last AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Ormlis's solution](#)

1849.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Ormlis's solution](#)

1850.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Ormlis's solution](#)

1851.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Ormlis's solution](#)

1852.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ormlis's solution](#)

1853.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Ormlis's solution](#)

1854.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Ormlis's solution](#)

1855.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Ormlis's solution](#)

1856.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,614 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Ormlis's solution](#)

1857.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ormlis's solution](#)

1858.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,625 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Ormlis's solution](#)

1859.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ormlis's solution](#)

1860.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ormlis's solution](#)

1861.

1427C

[The Hard Work of Paparazzi](#) · Tutorial

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Ormlis's solution](#)

1862.

1427D

[Unshuffling a Deck](#) · Tutorial

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Ormlis's solution](#)

1863.

1399E1

[Weights Division \(easy version\)](#) · Tutorial

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ormlis's solution](#)

1864.

1408D

[Searchlights](#) · Tutorial

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Ormlis's solution](#)

1865.

1426F

[Number of Subsequences](#) · Tutorial

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[Ormlis's solution](#)

1866.

1416C

[XOR Inverse](#) · Tutorial

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Ormlis's solution](#)

1867.

1416B

[Make Them Equal](#) · Tutorial

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

1868.

1391D

[505](#) · Tutorial

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Ormlis's solution](#)

1869.

1379C

[Choosing flowers](#) · Tutorial

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Ormlis's solution](#)

1870.

1359E

[Modular Stability](#) · Tutorial

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Ormlis's solution](#)

1871.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Ormlis's solution](#)

1872.

1354C2

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

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[Ormlis's solution](#)

1873.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

1874.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Ormlis's solution](#)

1875.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Ormlis's solution](#)

1876.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[Ormlis's solution](#)

1877.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Ormlis's solution](#)

1878.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ormlis's solution](#)

1879.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[Ormlis's solution](#)

1880.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Ormlis's solution](#)

1881.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2020-03-28 · last AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Ormlis's solution](#)

1882.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: dp

[Ormlis's solution](#)

1883.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2020-03-22 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Ormlis's solution](#)

1884.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Ormlis's solution](#)

1885.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Ormlis's solution](#)

1886.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ormlis's solution](#)

1887.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Ormlis's solution](#)

1888.

1301D

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1256E

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1894.

1030E

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101199M

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1896.

1269D

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6300

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2183E

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2135D1

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2038K

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2005E1

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1998D

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1970D1

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1926.

1938J

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1930D2

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1866H

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1931.

1919D

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1932.

827C

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1933.

1913D

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1934.

1906F

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1935.

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1896E

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1937.

1876C

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1938.

1886D

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1939.

1868B2

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1940.

1863E

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1941.

1864E

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1942.

1832D1

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1943.

1748D

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1944.

1158C

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1945.

960F

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960D

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1947.

1811F

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1948.

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1949.

1810E

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1950.

1252G

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1951.

1252K

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1952.

1799D2

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1953.

1725F

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1954.

1776G

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1955.

1778D

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1956.

1787E

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1957.

1761D

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1958.

1775E

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1959.

1767C

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1960.

1666J

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1961.

1710B

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1962.

850B

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1963.

1605D

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1964.

1684E

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1965.

1671E

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1966.

1660F2

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1967.

1652D

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1968.

1637E

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1969.

1628D1

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1970.

1626D

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1971.

993C

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1972.

1621D

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1973.

1028D

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1974.

1025D

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1975.

1593F

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1976.

1575L

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1977.

1598E

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1978.

1599H

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1979.

936B

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1980.

995A

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1981.

1098B

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1982.

1560F2

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1983.

1555E

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1984.

1553E

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1985.

1544E

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Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

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1986.

1493D

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1987.

1070E

[Getting Deals Done · Tutorial](#)

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1988.

1538G

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1989.

1538E

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Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

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1990.

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

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1991.

1516D

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Quality: 5,171 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp,

graphs, number theory, two pointers

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1992.

1511E

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Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

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1993.

1510D

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Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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1994.

1510G

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Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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1995.

1483C

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Rating: 2100 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Ormlis's solution](#)

1996.

1482E

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Quality: 3,752 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

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1997.

1499D

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Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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1998.

1486D

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Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

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1999.

1479B2

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Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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2000.

1466F

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2001.

1464B

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Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

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2002.

1450C1

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Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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2003.

1454F

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Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

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2004.

1446C

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2005.

1367F1

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Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

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2006.

1389D

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Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

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2007.

1413E

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Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search

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2008.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths

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2009.

1433F

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Quality: 6,747 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

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2010.

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

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2011.

1393D

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Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

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2012.

1420C2

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Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

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2013.

1392E

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Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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2014.

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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2015.

1418D

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Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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2016.

1372D

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Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

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2017.

1360H

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Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

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2018.

1354E

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Quality: 3,724 global accepts · Rating: 2100 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

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2019.

1355E

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2020.

1254B2

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2021.

1333D

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2022.

746G

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Quality: 1,641 global accepts · Rating: 2100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

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2023.

1332E

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2024.

489F

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2025.

862E

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2026.

852E

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Quality: 1,203 global accepts · Rating: 2100 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

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2027.

1223E

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Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

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2028.

894E

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Quality: 3,089 global accepts · Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

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2029.

920E

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2030.

466E

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Quality: 2,617 global accepts · Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

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2031.

575F

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2032.

1322B

[Present](#) · [Tutorial](#)

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algorithms, data structures, math, sortings

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2033.

847F

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Quality: 1,003 global accepts · Rating: 2100 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

2034.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

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2035.

1299C

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Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-10 · PyPy 3 (first AC) · Tags: data structures, geometry, greedy

[Ormlis's solution](#)

2036.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Ormlis's solution](#)

2037.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

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2038.

1284D

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

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2039.

1202C

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Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

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2040.

1267K

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1216F

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1271E

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2043.

1278D

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1266E

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1263E

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2207D

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Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

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1238E

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2178F

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2101C

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2073G

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Quality: 925 global accepts · Rating: 2200 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2089C1

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2062D

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2053.

2039E

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2054.

2025E

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2055.

2018D

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Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

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2056.

2013E

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Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

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2057.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

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2058.

1993D

[Med-imize](#) · [Tutorial](#)

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2059.

1997E

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2060.

1991F

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Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

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2061.

1970G2

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Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

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2062.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

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2063.

1967B2

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2064.

1954E

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2065.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

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2066.

1949F

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2067.

1938E

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Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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2068.

809B

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Quality: 1,777 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

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2069.

1909F1

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Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

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2070.

1906H

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Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

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2071.

833B

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Quality: 6,494 global accepts · Rating: 2200 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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2072.

1178F1

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Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

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2073.

1867E2

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Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
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2074.

1860D

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Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

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2075.

1858D

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Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Ormlis's solution](#)

2076.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

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2077.

1854B

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Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

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2078.

1848D

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Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

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2079.

1841E

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2080.

1832E

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Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

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2081.

1837E

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Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

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2082.

1045D

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2083.

1045G

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2084.

1149B

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2085.

1158B

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2086.

1815C

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2087.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

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2088.

1806E

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2089.

1252E

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Quality: 1,359 global accepts · Rating: 2200 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

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2090.

1468H

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2091.

1468A

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2092.

1097D

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2093.

932D

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2094.

1776B

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2095.

1795E

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2096.

1788E

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Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

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2097.

1784C

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Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

2098.

1769D2

[A,3D00A CT2D6BC#C II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Ormlis's solution](#)

2099.

1666I

[Interactive Treasure Hunt · Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

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2100.

1666F

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Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Ormlis's solution](#)

2101.

1737D

[Ela and the Wiring Wizard · Tutorial](#)

Quality: 2,102 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Ormlis's solution](#)

2102.

1721E

[Prefix Function Queries · Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Ormlis's solution](#)

2103.

1704E

[Count Seconds · Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Ormlis's solution](#)

2104.

850C

[Arpa and a game with Mojtaba · Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[Ormlis's solution](#)

2105.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

2106.

1659E

[AND-MEX Walk · Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Ormlis's solution](#)

2107.

1670E

[Hemose on the Tree · Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Ormlis's solution](#)

2108.

1672E

[notepad.exe · Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Ormlis's solution](#)

2109.

1656E

[Equal Tree Sums · Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Ormlis's solution](#)

2110.

1657E

[Star MST · Tutorial](#)

Quality: 2,490 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Ormlis's solution](#)

2111.

1641C

[Anonymity Is Important · Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Ormlis's solution](#)

2112.

1630C

[Paint the Middle · Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Ormlis's solution](#)

2113.

1616E

[Lexicographically Small Enough · Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Ormlis's solution](#)

2114.

1622E

[Math Test · Tutorial](#)

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy
[Ormlis's solution](#)

2115.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Ormlis's solution](#)

2116.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[Ormlis's solution](#)

2117.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Ormlis's solution](#)

2118.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Ormlis's solution](#)

2119.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

2120.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Ormlis's solution](#)

2121.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Ormlis's solution](#)

2122.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Ormlis's solution](#)

2123.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Ormlis's solution](#)

2124.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Ormlis's solution](#)

2125.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Ormlis's solution](#)**2126.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Ormlis's solution](#)**2127.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Ormlis's solution](#)**2128.**

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Ormlis's solution](#)**2129.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Ormlis's solution](#)**2130.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Ormlis's solution](#)**2131.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Ormlis's solution](#)**2132.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Ormlis's solution](#)**2133.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Ormlis's solution](#)**2134.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Ormlis's solution](#)

2135.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Ormlis's solution](#)**2136.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Ormlis's solution](#)**2137.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Ormlis's solution](#)**2138.**

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)**2139.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Ormlis's solution](#)**2140.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Ormlis's solution](#)**2141.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · last AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

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1485D

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Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Ormlis's solution](#)**2143.**

1477C

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Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Ormlis's solution](#)**2144.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

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2145.

1461E

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Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Ormlis's solution](#)

2146.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Ormlis's solution](#)

2147.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ormlis's solution](#)

2148.

1389E

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Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

2149.

1437E

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Quality: 3,926 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Ormlis's solution](#)

2150.

1428E

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Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Ormlis's solution](#)

2151.

1425E

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Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

2152.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Ormlis's solution](#)

2153.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Ormlis's solution](#)

2154.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Ormlis's solution](#)

2155.

1398E

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Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Ormlis's solution](#)

2156.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Ormlis's solution](#)

2157.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2020-09-08 · last AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[Ormlis's solution](#)

2158.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Ormlis's solution](#)

2159.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2020-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Ormlis's solution](#)

2160.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Ormlis's solution](#)

2161.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Ormlis's solution](#)

2162.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

2163.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Ormlis's solution](#)

2164.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Ormlis's solution](#)

2165.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Ormlis's solution](#)

2166.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[Ormlis's solution](#)

2167.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ormlis's solution](#)

2168.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Ormlis's solution](#)

2169.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Ormlis's solution](#)

2170.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, trees

[Ormlis's solution](#)

2171.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Ormlis's solution](#)

2172.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,524 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ormlis's solution](#)

2173.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Ormlis's solution](#)

2174.

1157G

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

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2020-03-22 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms

[Ormlis's solution](#)

2175.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Ormlis's solution](#)

2176.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2200 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Ormlis's solution](#)

2177.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Ormlis's solution](#)

2178.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

2179.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Ormlis's solution](#)

2180.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Ormlis's solution](#)

2181.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Ormlis's solution](#)

2182.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Ormlis's solution](#)

2183.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Ormlis's solution](#)

2184.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Ormlis's solution](#)

2185.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Ormlis's solution](#)

2186.

2190C

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

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Ormlis's solution](#)

2187.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Ormlis's solution](#)

2188.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[Ormlis's solution](#)

2189.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Ormlis's solution](#)

2190.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Ormlis's solution](#)

2191.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Ormlis's solution](#)

2192.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Ormlis's solution](#)

2193.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Ormlis's solution](#)

2194.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Ormlis's solution](#)

2195.

2068A

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

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Ormlis's solution](#)

2196.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ormlis's solution](#)

2197.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Ormlis's solution](#)

2198.

2043E

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

Quality: 1,827 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Ormlis's solution](#)

2199.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Ormlis's solution](#)

2200.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · last AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Ormlis's solution](#)

2201.

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

[Ormlis's solution](#)

2202.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Ormlis's solution](#)

2203.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Ormlis's solution](#)

2204.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Ormlis's solution](#)

2205.

1995D

[Cases](#) · [Tutorial](#)

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

[Ormlis's solution](#)

2206.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Ormlis's solution](#)

2207.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

2208.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

2209.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

2210.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

2211.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Ormlis's solution](#)

2212.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Ormlis's solution](#)

2213.

1955H

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

Quality: 1,519 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Ormlis's solution](#)

2214.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Ormlis's solution](#)

2215.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Ormlis's solution](#)

2216.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ormlis's solution](#)

2217.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

2218.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Ormlis's solution](#)

2219.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Ormlis's solution](#)

2220.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

2221.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

2222.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ormlis's solution](#)

2223.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Ormlis's solution](#)

2224.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[Ormlis's solution](#)

2225.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Ormlis's solution](#)

2226.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Ormlis's solution](#)

2227.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Ormlis's solution](#)

2228.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Ormlis's solution](#)

2229.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Ormlis's solution](#)

2230.

1086C

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

Rating: 2300 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ormlis's solution](#)

2231.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Ormlis's solution](#)

2232.

1748E

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

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Ormlis's solution](#)

2233.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Ormlis's solution](#)

2234.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Ormlis's solution](#)

2235.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Ormlis's solution](#)

2236.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Ormlis's solution](#)

2237.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Ormlis's solution](#)

2238.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Ormlis's solution](#)

2239.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Ormlis's solution](#)

2240.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Ormlis's solution](#)

2241.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Ormlis's solution](#)

2242.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Ormlis's solution](#)

2243.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation

[Ormlis's solution](#)

2244.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Ormlis's solution](#)

2245.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ormlis's solution](#)

2246.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Ormlis's solution](#)

2247.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Ormlis's solution](#)

2248.

1769D3

[A,3D701alCT2DôBCαC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Ormlis's solution](#)

2249.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Ormlis's solution](#)

2250.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Ormlis's solution](#)

2251.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Ormlis's solution](#)

2252.

1681F

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

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Ormlis's solution](#)

2253.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Ormlis's solution](#)

2254.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Ormlis's solution](#)

2255.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Ormlis's solution](#)

2256.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

2257.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Ormlis's solution](#)

2258.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ormlis's solution](#)

2259.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[Ormlis's solution](#)

2260.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[Ormlis's solution](#)

2261.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[Ormlis's solution](#)

2262.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Ormlis's solution](#)

2263.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Ormlis's solution](#)

2264.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · last AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Ormlis's solution](#)

2265.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[Ormlis's solution](#)

2266.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Ormlis's solution](#)

2267.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Ormlis's solution](#)

2268.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[Ormlis's solution](#)

2269.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Ormlis's solution](#)

2270.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Ormlis's solution](#)

2271.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Ormlis's solution](#)

2272.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Ormlis's solution](#)

2273.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Ormlis's solution](#)

2274.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Ormlis's solution](#)

2275.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[Ormlis's solution](#)

2276.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Ormlis's solution](#)

2277.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ormlis's solution](#)

2278.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Ormlis's solution](#)

2279.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Ormlis's solution](#)

2280.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Ormlis's solution](#)

2281.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Ormlis's solution](#)

2282.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Ormlis's solution](#)

2283.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Ormlis's solution](#)

2284.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Ormlis's solution](#)

2285.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ormlis's solution](#)

2286.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Ormlis's solution](#)

2287.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Ormlis's solution](#)

2288.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Ormlis's solution](#)

2289.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

2290.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

2291.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ormlis's solution](#)

2292.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Ormlis's solution](#)

2293.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[Ormlis's solution](#)

2294.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2295.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[Ormlis's solution](#)

2296.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Ormlis's solution](#)

2297.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Ormlis's solution](#)

2298.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy

[Ormlis's solution](#)

2299.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Ormlis's solution](#)

2300.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Ormlis's solution](#)

2301.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Ormlis's solution](#)

2302.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Ormlis's solution](#)

2303.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Ormlis's solution](#)

2304.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Ormlis's solution](#)

2305.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Ormlis's solution](#)

2306.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[Ormlis's solution](#)

2307.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Ormlis's solution](#)

2308.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Ormlis's solution](#)

2309.

1293E

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, trees

[Ormlis's solution](#)

2310.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Ormlis's solution](#)

2311.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-24 · last AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Ormlis's solution](#)

2312.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Ormlis's solution](#)

2313.

1277F

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

Rating: 2300 · first AC: 2019-12-19 · PyPy 3 (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math

[Ormlis's solution](#)

2314.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Ormlis's solution](#)

2315.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ormlis's solution](#)

2316.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Ormlis's solution](#)

2317.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Ormlis's solution](#)

2318.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Ormlis's solution](#)

2319.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

2320.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Ormlis's solution](#)

2321.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Ormlis's solution](#)

2322.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2323.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, hashing

[Ormlis's solution](#)

2324.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Ormlis's solution](#)

2325.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Ormlis's solution](#)

2326.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Ormlis's solution](#)

2327.

2001E1

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

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

[Ormlis's solution](#)

2328.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Ormlis's solution](#)

2329.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Ormlis's solution](#)

2330.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[Ormlis's solution](#)

2331.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Ormlis's solution](#)

2332.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Ormlis's solution](#)

2333.

1957E

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

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Ormlis's solution](#)

2334.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Ormlis's solution](#)

2335.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Ormlis's solution](#)

2336.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

2337.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

2338.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Ormlis's solution](#)

2339.

1930E

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

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2340.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Ormlis's solution](#)

2341.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Ormlis's solution](#)

2342.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Ormlis's solution](#)

2343.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ormlis's solution](#)

2344.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Ormlis's solution](#)

2345.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Ormlis's solution](#)

2346.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ormlis's solution](#)

2347.

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Ormlis's solution](#)

2348.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Ormlis's solution](#)

2349.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Ormlis's solution](#)

2350.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Ormlis's solution](#)

2351.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Ormlis's solution](#)

2352.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Ormlis's solution](#)

2353.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Ormlis's solution](#)

2354.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Ormlis's solution](#)

2355.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Ormlis's solution](#)

2356.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Ormlis's solution](#)

2357.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Ormlis's solution](#)

2358.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

2359.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Ormlis's solution](#)

2360.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Ormlis's solution](#)

2361.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Ormlis's solution](#)

2362.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows

[Ormlis's solution](#)

2363.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ormlis's solution](#)

2364.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: hashing, number theory

[Ormlis's solution](#)

2365.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Ormlis's solution](#)

2366.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Ormlis's solution](#)

2367.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Ormlis's solution](#)

2368.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[Ormlis's solution](#)

2369.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Ormlis's solution](#)

2370.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Ormlis's solution](#)

2371.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ormlis's solution](#)

2372.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Ormlis's solution](#)

2373.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2374.

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

[Ormlis's solution](#)

2375.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Ormlis's solution](#)

2376.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Ormlis's solution](#)

2377.

1780E

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

Quality: 1,728 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

[Ormlis's solution](#)

2378.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Ormlis's solution](#)

2379.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Ormlis's solution](#)

2380.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Ormlis's solution](#)

2381.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Ormlis's solution](#)

2382.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Ormlis's solution](#)

2383.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Ormlis's solution](#)

2384.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Ormlis's solution](#)

2385.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Ormlis's solution](#)

2386.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Ormlis's solution](#)

2387.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Ormlis's solution](#)

2388.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Ormlis's solution](#)

2389.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Ormlis's solution](#)

2390.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Ormlis's solution](#)

2391.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Ormlis's solution](#)

2392.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Ormlis's solution](#)

2393.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Ormlis's solution](#)

2394.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Ormlis's solution](#)

2395.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Ormlis's solution](#)

2396.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Ormlis's solution](#)

2397.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Ormlis's solution](#)

2398.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Ormlis's solution](#)

2399.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Ormlis's solution](#)

2400.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Ormlis's solution](#)

2401.

1633E

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

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Ormlis's solution](#)

2402.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Ormlis's solution](#)

2403.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Ormlis's solution](#)

2404.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Ormlis's solution](#)

2405.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Ormlis's solution](#)

2406.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, strings

[Ormlis's solution](#)

2407.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

2408.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Ormlis's solution](#)

2409.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Ormlis's solution](#)

2410.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Ormlis's solution](#)

2411.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Ormlis's solution](#)

2412.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Ormlis's solution](#)

2413.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[Ormlis's solution](#)

2414.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[Ormlis's solution](#)

2415.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Ormlis's solution](#)

2416.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Ormlis's solution](#)

2417.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Ormlis's solution](#)

2418.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Ormlis's solution](#)

2419.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, interactive

[Ormlis's solution](#)

2420.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ormlis's solution](#)

2421.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Ormlis's solution](#)

2422.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

2423.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ormlis's solution](#)

2424.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Ormlis's solution](#)

2425.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Ormlis's solution](#)

2426.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Ormlis's solution](#)

2427.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Ormlis's solution](#)

2428.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Ormlis's solution](#)

2429.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Ormlis's solution](#)

2430.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Ormlis's solution](#)

2431.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Ormlis's solution](#)

2432.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Ormlis's solution](#)

2433.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

2434.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Ormlis's solution](#)

2435.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Ormlis's solution](#)

2436.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Ormlis's solution](#)

2437.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,672 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Ormlis's solution](#)

2438.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Ormlis's solution](#)

2439.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Ormlis's solution](#)

2440.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Ormlis's solution](#)

2441.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[Ormlis's solution](#)

2442.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Ormlis's solution](#)

2443.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Ormlis's solution](#)

2444.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest

paths

[Ormlis's solution](#)

2445.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Ormlis's solution](#)

2446.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Ormlis's solution](#)

2447.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Ormlis's solution](#)

2448.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Ormlis's solution](#)

2449.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ormlis's solution](#)

2450.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[Ormlis's solution](#)

2451.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

2452.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2020-03-24 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[Ormlis's solution](#)

2453.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Ormlis's solution](#)

2454.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2020-03-22 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[Ormlis's solution](#)

2455.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Ormlis's solution](#)

2456.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2020-03-10 · last AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation

[Ormlis's solution](#)

2457.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Ormlis's solution](#)

2458.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Ormlis's solution](#)

2459.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-26 · last AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Ormlis's solution](#)

2460.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Ormlis's solution](#)

2461.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Ormlis's solution](#)

2462.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Ormlis's solution](#)

2463.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Ormlis's solution](#)

2464.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Ormlis's solution](#)

2465.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Ormlis's solution](#)

2466.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Ormlis's solution](#)

2467.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

2468.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Ormlis's solution](#)

2469.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ormlis's solution](#)

2470.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ormlis's solution](#)

2471.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Ormlis's solution](#)

2472.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[Ormlis's solution](#)

2473.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Ormlis's solution](#)

2474.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Ormlis's solution](#)

2475.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Ormlis's solution](#)

2476.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Ormlis's solution](#)

2477.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ormlis's solution](#)

2478.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Ormlis's solution](#)

2479.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Ormlis's solution](#)

2480.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Ormlis's solution](#)

2481.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Ormlis's solution](#)

2482.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Ormlis's solution](#)

2483.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Ormlis's solution](#)

2484.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ormlis's solution](#)

2485.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ormlis's solution](#)

2486.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Ormlis's solution](#)

2487.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Ormlis's solution](#)

2488.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ormlis's solution](#)

2489.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ormlis's solution](#)

2490.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Ormlis's solution](#)

2491.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Ormlis's solution](#)

2492.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Ormlis's solution](#)

2493.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Ormlis's solution](#)

2494.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Ormlis's solution](#)

2495.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

2496.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2497.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Ormlis's solution](#)

2498.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

2499.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Ormlis's solution](#)

2500.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Ormlis's solution](#)

2501.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Ormlis's solution](#)

2502.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Ormlis's solution](#)

2503.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Ormlis's solution](#)

2504.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ormlis's solution](#)**2505.**

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)**2506.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Ormlis's solution](#)**2507.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Ormlis's solution](#)**2508.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Ormlis's solution](#)**2509.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Ormlis's solution](#)**2510.**

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[Ormlis's solution](#)**2511.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Ormlis's solution](#)**2512.**

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Ormlis's solution](#)**2513.**

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

[Ormlis's solution](#)

2514.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[Ormlis's solution](#)

2515.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Ormlis's solution](#)

2516.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Ormlis's solution](#)

2517.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Ormlis's solution](#)

2518.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Ormlis's solution](#)

2519.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Ormlis's solution](#)

2520.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Ormlis's solution](#)

2521.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[Ormlis's solution](#)

2522.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[Ormlis's solution](#)

2523.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Ormlis's solution](#)

2524.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Ormlis's solution](#)

2525.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Ormlis's solution](#)

2526.

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ormlis's solution](#)

2527.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Ormlis's solution](#)

2528.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Ormlis's solution](#)

2529.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Ormlis's solution](#)

2530.

1767E

[Algebra Flash](#) · [Tutorial](#)

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

[Ormlis's solution](#)

2531.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Ormlis's solution](#)

2532.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Ormlis's solution](#)

2533.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Ormlis's solution](#)

2534.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Ormlis's solution](#)

2535.

1737E

[Ela Goes Hiking · Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ormlis's solution](#)

2536.

1716F

[Bags with Balls · Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Ormlis's solution](#)

2537.

1716E

[Swap and Maximum Block · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Ormlis's solution](#)

2538.

1710C

[XOR Triangle · Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Ormlis's solution](#)

2539.

1709F

[Multiset of Strings · Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Ormlis's solution](#)

2540.

1701F

[Points · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Ormlis's solution](#)

2541.

1701E

[Text Editor · Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Ormlis's solution](#)

2542.

1691F

[K-Set Tree · Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ormlis's solution](#)

2543.

1689E

[ANDfinity · Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Ormlis's solution](#)

2544.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Ormlis's solution](#)

2545.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Ormlis's solution](#)

2546.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Ormlis's solution](#)

2547.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

2548.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 2500 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[Ormlis's solution](#)

2549.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Ormlis's solution](#)

2550.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Ormlis's solution](#)

2551.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, graphs, trees

[Ormlis's solution](#)

2552.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Ormlis's solution](#)

2553.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

divide and conquer

[Ormlis's solution](#)

2554.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Ormlis's solution](#)

2555.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Ormlis's solution](#)

2556.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Ormlis's solution](#)

2557.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[Ormlis's solution](#)

2558.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Ormlis's solution](#)

2559.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Ormlis's solution](#)

2560.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Ormlis's solution](#)

2561.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ormlis's solution](#)

2562.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Ormlis's solution](#)

2563.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Ormlis's solution](#)

2564.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Ormlis's solution](#)

2565.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Ormlis's solution](#)

2566.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Ormlis's solution](#)

2567.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Ormlis's solution](#)

2568.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2569.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Ormlis's solution](#)

2570.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Ormlis's solution](#)

2571.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Ormlis's solution](#)

2572.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Ormlis's solution](#)

2573.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Ormlis's solution](#)

2574.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ormlis's solution](#)

2575.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ormlis's solution](#)

2576.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

2577.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Ormlis's solution](#)

2578.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Ormlis's solution](#)

2579.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: games, two pointers

[Ormlis's solution](#)

2580.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Ormlis's solution](#)

2581.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Ormlis's solution](#)

2582.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Ormlis's solution](#)

2583.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Ormlis's solution](#)

2584.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Ormlis's solution](#)

2585.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ormlis's solution](#)

2586.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Ormlis's solution](#)

2587.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Ormlis's solution](#)

2588.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Ormlis's solution](#)

2589.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Ormlis's solution](#)

2590.

710D

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

Quality: 1,844 global accepts · Rating: 2500 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Ormlis's solution](#)

2591.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2020-04-17 · last AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Ormlis's solution](#)

2592.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[Ormlis's solution](#)

2593.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Ormlis's solution](#)

2594.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Ormlis's solution](#)

2595.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Ormlis's solution](#)

2596.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ormlis's solution](#)

2597.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Ormlis's solution](#)

2598.

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Ormlis's solution](#)

2599.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Ormlis's solution](#)

2600.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

2601.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Ormlis's solution](#)

2602.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Ormlis's solution](#)

2603.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Ormlis's solution](#)

2604.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Ormlis's solution](#)**2605.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Ormlis's solution](#)**2606.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Ormlis's solution](#)**2607.**

2002F1

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

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

[Ormlis's solution](#)**2608.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Ormlis's solution](#)**2609.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ormlis's solution](#)**2610.**

1982F

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

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

[Ormlis's solution](#)**2611.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Ormlis's solution](#)**2612.**

1970D2

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

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[Ormlis's solution](#)**2613.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

2614.

1949J

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

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[Ormlis's solution](#)

2615.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Ormlis's solution](#)

2616.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Ormlis's solution](#)

2617.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Ormlis's solution](#)

2618.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Ormlis's solution](#)

2619.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ormlis's solution](#)

2620.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ormlis's solution](#)

2621.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Ormlis's solution](#)

2622.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ormlis's solution](#)

2623.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Ormlis's solution](#)

2624.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Ormlis's solution](#)

2625.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Ormlis's solution](#)

2626.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Ormlis's solution](#)

2627.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Ormlis's solution](#)

2628.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ormlis's solution](#)

2629.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Ormlis's solution](#)

2630.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Ormlis's solution](#)

2631.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Ormlis's solution](#)

2632.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Ormlis's solution](#)

2633.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ormlis's solution](#)

2634.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Ormlis's solution](#)

2635.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ormlis's solution](#)

2636.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Ormlis's solution](#)

2637.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2638.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

2639.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Ormlis's solution](#)

2640.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2641.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Ormlis's solution](#)

2642.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Ormlis's solution](#)

2643.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Ormlis's solution](#)

2644.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Ormlis's solution](#)

2645.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Ormlis's solution](#)

2646.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Ormlis's solution](#)

2647.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Ormlis's solution](#)

2648.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Ormlis's solution](#)

2649.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Ormlis's solution](#)

2650.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Ormlis's solution](#)

2651.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Ormlis's solution](#)

2652.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Ormlis's solution](#)

2653.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Ormlis's solution](#)

2654.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Ormlis's solution](#)

2655.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[Ormlis's solution](#)

2656.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ormlis's solution](#)

2657.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Ormlis's solution](#)

2658.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[Ormlis's solution](#)

2659.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Ormlis's solution](#)

2660.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Ormlis's solution](#)

2661.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Ormlis's solution](#)

2662.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Ormlis's solution](#)

2663.

1581D

[Mathematics Curriculum](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Ormlis's solution](#)

2664.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Ormlis's solution](#)

2665.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Ormlis's solution](#)

2666.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[Ormlis's solution](#)

2667.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Ormlis's solution](#)

2668.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Ormlis's solution](#)

2669.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Ormlis's solution](#)

2670.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Ormlis's solution](#)

2671.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

2672.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Ormlis's solution](#)

2673.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Ormlis's solution](#)

2674.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ormlis's solution](#)

2675.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Ormlis's solution](#)

2676.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Ormlis's solution](#)

2677.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Ormlis's solution](#)

2678.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Ormlis's solution](#)

2679.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Ormlis's solution](#)

2680.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Ormlis's solution](#)

2681.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Ormlis's solution](#)

2682.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Ormlis's solution](#)

2683.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Ormlis's solution](#)

2684.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[Ormlis's solution](#)

2685.

1446D1

[Frequency Problem \(Easy Version\) · Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

2686.

1437G

[Death DBMS · Tutorial](#)

Quality: 1,261 global accepts · Rating: 2600 · first AC: 2020-10-27 · last AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Ormlis's solution](#)

2687.

1389F

[Bicolored Segments · Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Ormlis's solution](#)

2688.

1437F

[Emotional Fishermen · Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Ormlis's solution](#)

2689.

1425B

[Blue and Red of Our Faculty! · Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Ormlis's solution](#)

2690.

1430F

[Realistic Gameplay · Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2020-10-11 · last AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

2691.

1423L

[Light switches · Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[Ormlis's solution](#)

2692.

1416D

[Graph and Queries · Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Ormlis's solution](#)

2693.

1391E

[Pairs of Pairs · Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Ormlis's solution](#)

2694.

1368F

[Lamps on a Circle · Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[Ormlis's solution](#)

2695.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Ormlis's solution](#)

2696.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-27 · last AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Ormlis's solution](#)

2697.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Ormlis's solution](#)

2698.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Ormlis's solution](#)

2699.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ormlis's solution](#)

2700.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Ormlis's solution](#)

2701.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Ormlis's solution](#)

2702.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · last AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Ormlis's solution](#)

2703.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees

[Ormlis's solution](#)

2704.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2705.

2104G

[Modulo 3 · Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Ormlis's solution](#)**2706.**

2073H

[Secret Lilies and Roses · Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Ormlis's solution](#)**2707.**

2073C

[Cactus Connectivity · Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)**2708.**

2081C

[Quaternary Matrix · Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[Ormlis's solution](#)**2709.**

2077E

[Another Folding Strip · Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Ormlis's solution](#)**2710.**

2068H

[Statues · Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)**2711.**

1074F

[DFS · Tutorial](#)

Rating: 2700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Ormlis's solution](#)**2712.**

2043F

[Nim · Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Ormlis's solution](#)**2713.**

2040F

[Number of Cubes · Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Ormlis's solution](#)**2714.**

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Ormlis's solution](#)

2715.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Ormlis's solution](#)

2716.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Ormlis's solution](#)

2717.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Ormlis's solution](#)

2718.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Ormlis's solution](#)

2719.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Ormlis's solution](#)

2720.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Ormlis's solution](#)

2721.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Ormlis's solution](#)

2722.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Ormlis's solution](#)

2723.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Ormlis's solution](#)

2724.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2725.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ormlis's solution](#)

2726.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[Ormlis's solution](#)

2727.

1916H2

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

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Ormlis's solution](#)

2728.

1916H1

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

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Ormlis's solution](#)

2729.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, strings

[Ormlis's solution](#)

2730.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Ormlis's solution](#)

2731.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math

[Ormlis's solution](#)

2732.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ormlis's solution](#)

2733.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Ormlis's solution](#)

2734.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Ormlis's solution](#)

2735.

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees
[Ormlis's solution](#)

2736.

1814F

[Communication Towers · Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu
[Ormlis's solution](#)

2737.

949E

[Binary Cards · Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[Ormlis's solution](#)

2738.

1804F

[Approximate Diameter · Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[Ormlis's solution](#)

2739.

1468L

[Prime Divisors Selection · Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, number theory
[Ormlis's solution](#)

2740.

1799F

[Halve or Subtract · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[Ormlis's solution](#)

2741.

932F

[Escape Through Leaf · Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
[Ormlis's solution](#)

2742.

1792F1

[Graph Coloring \(easy version\) · Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs
[Ormlis's solution](#)

2743.

1781F

[Bracket Insertion · Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[Ormlis's solution](#)

2744.

1774F2

[Magician and Pigs \(Hard Version\) · Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[Ormlis's solution](#)

2745.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Ormlis's solution](#)**2746.**

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Ormlis's solution](#)**2747.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Ormlis's solution](#)**2748.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[Ormlis's solution](#)**2749.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Ormlis's solution](#)**2750.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Ormlis's solution](#)**2751.**

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ormlis's solution](#)**2752.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ormlis's solution](#)**2753.**

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Ormlis's solution](#)**2754.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Ormlis's solution](#)

2755.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Ormlis's solution](#)

2756.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[Ormlis's solution](#)

2757.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Ormlis's solution](#)

2758.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Ormlis's solution](#)

2759.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Ormlis's solution](#)

2760.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Ormlis's solution](#)

2761.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, matrices

[Ormlis's solution](#)

2762.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing

[Ormlis's solution](#)

2763.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[Ormlis's solution](#)

2764.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Ormlis's solution](#)

2765.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Ormlis's solution](#)

2766.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[Ormlis's solution](#)

2767.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

2768.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Ormlis's solution](#)

2769.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[Ormlis's solution](#)

2770.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

2771.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[Ormlis's solution](#)

2772.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Ormlis's solution](#)

2773.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Ormlis's solution](#)

2774.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Ormlis's solution](#)

2775.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ormlis's solution](#)

2776.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Ormlis's solution](#)

2777.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Ormlis's solution](#)

2778.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Ormlis's solution](#)

2779.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Ormlis's solution](#)

2780.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Ormlis's solution](#)

2781.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-13 · last AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Ormlis's solution](#)

2782.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-12 · last AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Ormlis's solution](#)

2783.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ormlis's solution](#)

2784.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing

[Ormlis's solution](#)

2785.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ormlis's solution](#)

2786.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Ormlis's solution](#)

2787.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Ormlis's solution](#)

2788.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ormlis's solution](#)

2789.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · last AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ormlis's solution](#)

2790.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Ormlis's solution](#)

2791.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Ormlis's solution](#)

2792.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[Ormlis's solution](#)

2793.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Ormlis's solution](#)

2794.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities, trees

[Ormlis's solution](#)

2795.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ormlis's solution](#)

2796.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-27 · last AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Ormlis's solution](#)

2797.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Ormlis's solution](#)

2798.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: math, string suffix structures

[Ormlis's solution](#)

2799.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Ormlis's solution](#)

2800.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-12-01 · last AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Ormlis's solution](#)

2801.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Ormlis's solution](#)

2802.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · last AC: 2025-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Ormlis's solution](#)

2803.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Ormlis's solution](#)

2804.

2068E

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

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Ormlis's solution](#)

2805.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[Ormlis's solution](#)

2806.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Ormlis's solution](#)

2807.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Ormlis's solution](#)

2808.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

2809.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Ormlis's solution](#)

2810.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Ormlis's solution](#)

2811.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ormlis's solution](#)

2812.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[Ormlis's solution](#)

2813.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Ormlis's solution](#)

2814.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Ormlis's solution](#)

2815.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Ormlis's solution](#)

2816.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2817.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ormlis's solution](#)

2818.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ormlis's solution](#)

2819.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ormlis's solution](#)

2820.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Ormlis's solution](#)

2821.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Ormlis's solution](#)

2822.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Ormlis's solution](#)

2823.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[Ormlis's solution](#)

2824.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Ormlis's solution](#)

2825.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Ormlis's solution](#)

2826.

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2023-10-19 · PyPy 3-64 (first AC) · Tags: —

[Ormlis's solution](#)

2827.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2800 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, trees

[Ormlis's solution](#)

2828.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Ormlis's solution](#)

2829.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Ormlis's solution](#)

2830.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Ormlis's solution](#)

2831.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Ormlis's solution](#)

2832.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Ormlis's solution](#)

2833.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ormlis's solution](#)

2834.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Ormlis's solution](#)

2835.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Ormlis's solution](#)

2836.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2837.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Ormlis's solution](#)

2838.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[Ormlis's solution](#)

2839.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities

[Ormlis's solution](#)

2840.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ormlis's solution](#)

2841.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Ormlis's solution](#)

2842.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Ormlis's solution](#)

2843.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Ormlis's solution](#)

2844.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Ormlis's solution](#)

2845.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Ormlis's solution](#)

2846.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Ormlis's solution](#)

2847.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Ormlis's solution](#)

2848.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ormlis's solution](#)

2849.

1652F

[Minimal String Xoration](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, strings

[Ormlis's solution](#)

2850.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2800 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Ormlis's solution](#)

2851.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[Ormlis's solution](#)

2852.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[Ormlis's solution](#)

2853.

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2854.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Ormlis's solution](#)

2855.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Ormlis's solution](#)

2856.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Ormlis's solution](#)

2857.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, math

[Ormlis's solution](#)

2858.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Ormlis's solution](#)

2859.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[Ormlis's solution](#)

2860.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ormlis's solution](#)

2861.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Ormlis's solution](#)

2862.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Ormlis's solution](#)

2863.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Ormlis's solution](#)

2864.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[Ormlis's solution](#)

2865.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Ormlis's solution](#)

2866.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

2867.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Ormlis's solution](#)

2868.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Ormlis's solution](#)

2869.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Ormlis's solution](#)

2870.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Ormlis's solution](#)

2871.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Ormlis's solution](#)

2872.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Ormlis's solution](#)

2873.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Ormlis's solution](#)

2874.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Ormlis's solution](#)

2875.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[Ormlis's solution](#)

2876.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[Ormlis's solution](#)

2877.

2196E1

[Fuzzy Concatenation \(Easy Version\) · Tutorial](#)

Quality: 282 global accepts · Rating: 2900 · first AC: 2026-02-11 · last AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Ormlis's solution](#)

2878.

2164F2

[Chain Prefix Rank \(Hard Version\) · Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Ormlis's solution](#)

2879.

2152G

[Query Jungle · Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Ormlis's solution](#)

2880.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[Ormlis's solution](#)

2881.

2146F

[Bubble Sort · Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Ormlis's solution](#)

2882.

2115D

[Gellyfish and Forget-Me-Not · Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Ormlis's solution](#)

2883.

2073K

[Book Sorting · Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

2884.

2084F

[Skyscape · Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ormlis's solution](#)

2885.

2066D2

[Club of Young Aircraft Builders \(hard version\) · Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

2886.

2062F

[Traveling Salescat · Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Ormlis's solution](#)

2887.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Ormlis's solution](#)

2888.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs

[Ormlis's solution](#)

2889.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Ormlis's solution](#)

2890.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Ormlis's solution](#)

2891.

2001E2

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

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Ormlis's solution](#)

2892.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[Ormlis's solution](#)

2893.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Ormlis's solution](#)

2894.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

2895.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Ormlis's solution](#)

2896.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Ormlis's solution](#)

2897.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, trees
[Ormlis's solution](#)

2898.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ormlis's solution](#)

2899.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Ormlis's solution](#)

2900.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[Ormlis's solution](#)

2901.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Ormlis's solution](#)

2902.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[Ormlis's solution](#)

2903.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Ormlis's solution](#)

2904.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Ormlis's solution](#)

2905.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

2906.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ormlis's solution](#)

2907.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[Ormlis's solution](#)

2908.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Ormlis's solution](#)**2909.**

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Ormlis's solution](#)**2910.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[Ormlis's solution](#)**2911.**

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Ormlis's solution](#)**2912.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Ormlis's solution](#)**2913.**

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[Ormlis's solution](#)**2914.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Ormlis's solution](#)**2915.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Ormlis's solution](#)**2916.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[Ormlis's solution](#)**2917.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Ormlis's solution](#)

2918.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ormlis's solution](#)

2919.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[Ormlis's solution](#)

2920.

1652G

[Snowy Mountain](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths, trees

[Ormlis's solution](#)

2921.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[Ormlis's solution](#)

2922.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[Ormlis's solution](#)

2923.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[Ormlis's solution](#)

2924.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[Ormlis's solution](#)

2925.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Ormlis's solution](#)

2926.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Ormlis's solution](#)

2927.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Ormlis's solution](#)

2928.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Ormlis's solution](#)

2929.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Ormlis's solution](#)

2930.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2021-08-28 · last AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[Ormlis's solution](#)

2931.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Ormlis's solution](#)

2932.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Ormlis's solution](#)

2933.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Ormlis's solution](#)

2934.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive, shortest paths

[Ormlis's solution](#)

2935.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Ormlis's solution](#)

2936.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Ormlis's solution](#)

2937.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

2938.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ormlis's solution](#)

2939.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2020-04-05 · last AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Ormlis's solution](#)

2940.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Ormlis's solution](#)

2941.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[Ormlis's solution](#)

2942.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Ormlis's solution](#)

2943.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Ormlis's solution](#)

2944.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[Ormlis's solution](#)

2945.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Ormlis's solution](#)

2946.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Ormlis's solution](#)

2947.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Ormlis's solution](#)

2948.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[Ormlis's solution](#)

2949.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ormlis's solution](#)

2950.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Ormlis's solution](#)

2951.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Ormlis's solution](#)

2952.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Ormlis's solution](#)

2953.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[Ormlis's solution](#)

2954.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Ormlis's solution](#)

2955.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[Ormlis's solution](#)

2956.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[Ormlis's solution](#)

2957.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Ormlis's solution](#)

2958.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Ormlis's solution](#)

2959.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Ormlis's solution](#)

2960.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ormlis's solution](#)

2961.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[Ormlis's solution](#)

2962.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Ormlis's solution](#)

2963.

1252I

[Mission Possible](#) · [Tutorial](#)

Quality: 35 global accepts · Rating: 3000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

2964.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings, trees

[Ormlis's solution](#)

2965.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Ormlis's solution](#)

2966.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[Ormlis's solution](#)

2967.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Ormlis's solution](#)

2968.

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Ormlis's solution](#)

2969.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ormlis's solution](#)

2970.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Ormlis's solution](#)

2971.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[Ormlis's solution](#)

2972.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ormlis's solution](#)

2973.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[Ormlis's solution](#)

2974.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Ormlis's solution](#)

2975.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · last AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Ormlis's solution](#)

2976.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Ormlis's solution](#)

2977.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, fft, number theory

[Ormlis's solution](#)

2978.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 3000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Ormlis's solution](#)

2979.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Ormlis's solution](#)

2980.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[Ormlis's solution](#)

2981.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

2982.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[Ormlis's solution](#)

2983.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Ormlis's solution](#)

2984.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Ormlis's solution](#)

2985.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Ormlis's solution](#)

2986.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Ormlis's solution](#)

2987.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Ormlis's solution](#)

2988.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Ormlis's solution](#)

2989.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Ormlis's solution](#)

2990.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Ormlis's solution](#)

2991.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, math

[Ormlis's solution](#)

2992.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[Ormlis's solution](#)

2993.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[Ormlis's solution](#)

2994.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

2995.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Ormlis's solution](#)

2996.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[Ormlis's solution](#)

2997.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Ormlis's solution](#)

2998.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Ormlis's solution](#)

2999.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ormlis's solution](#)

3000.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Ormlis's solution](#)

3001.

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Ormlis's solution](#)

3002.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Ormlis's solution](#)

3003.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ormlis's solution](#)

3004.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

3005.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Ormlis's solution](#)

3006.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ormlis's solution](#)

3007.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar

[Ormlis's solution](#)

3008.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Ormlis's solution](#)

3009.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Ormlis's solution](#)

3010.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Ormlis's solution](#)

3011.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Ormlis's solution](#)

3012.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[Ormlis's solution](#)

3013.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[Ormlis's solution](#)

3014.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[Ormlis's solution](#)

3015.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Ormlis's solution](#)

3016.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math

[Ormlis's solution](#)

3017.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

3018.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[Ormlis's solution](#)

3019.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Ormlis's solution](#)

3020.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Ormlis's solution](#)

3021.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Ormlis's solution](#)

3022.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Ormlis's solution](#)

3023.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3024.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Ormlis's solution](#)

3025.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2021-08-13 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Ormlis's solution](#)

3026.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities

[Ormlis's solution](#)

3027.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, interactive

[Ormlis's solution](#)

3028.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ormlis's solution](#)

3029.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Ormlis's solution](#)

3030.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Ormlis's solution](#)

3031.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-12-02 · last AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[Ormlis's solution](#)

3032.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Ormlis's solution](#)

3033.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Ormlis's solution](#)

3034.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

3035.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Ormlis's solution](#)

3036.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Ormlis's solution](#)

3037.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[Ormlis's solution](#)

3038.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, trees

[Ormlis's solution](#)

3039.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Ormlis's solution](#)

3040.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-05-28 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Ormlis's solution](#)

3041.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[Ormlis's solution](#)

3042.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Ormlis's solution](#)

3043.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Ormlis's solution](#)

3044.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Ormlis's solution](#)

3045.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Ormlis's solution](#)

3046.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs

[Ormlis's solution](#)

3047.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ormlis's solution](#)

3048.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Ormlis's solution](#)

3049.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Ormlis's solution](#)

3050.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: strings, two pointers

[Ormlis's solution](#)

3051.

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3052.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Ormlis's solution](#)

3053.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Ormlis's solution](#)

3054.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Ormlis's solution](#)

3055.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Ormlis's solution](#)

3056.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Ormlis's solution](#)

3057.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-02-14 · last AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Ormlis's solution](#)

3058.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Ormlis's solution](#)

3059.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Ormlis's solution](#)

3060.

1588E

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

Rating: 3200 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[Ormlis's solution](#)

3061.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, trees

[Ormlis's solution](#)

3062.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2021-09-09 · last AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: games

[Ormlis's solution](#)

3063.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[Ormlis's solution](#)**3064.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Ormlis's solution](#)**3065.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[Ormlis's solution](#)**3066.**

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Ormlis's solution](#)**3067.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Ormlis's solution](#)**3068.**

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Ormlis's solution](#)**3069.**

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Ormlis's solution](#)**3070.**

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Ormlis's solution](#)**3071.**

2081E

[Quantifier](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3300 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Ormlis's solution](#)**3072.**

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Ormlis's solution](#)**3073.**

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Ormlis's solution](#)

3074.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Ormlis's solution](#)

3075.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · last AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Ormlis's solution](#)

3076.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Ormlis's solution](#)

3077.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Ormlis's solution](#)

3078.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[Ormlis's solution](#)

3079.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Ormlis's solution](#)

3080.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Ormlis's solution](#)

3081.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Ormlis's solution](#)

3082.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[Ormlis's solution](#)

3083.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Ormlis's solution](#)

3084.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings
[Ormlis's solution](#)

3085.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry
[Ormlis's solution](#)

3086.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Ormlis's solution](#)

3087.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[Ormlis's solution](#)

3088.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[Ormlis's solution](#)

3089.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings
[Ormlis's solution](#)

3090.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing
[Ormlis's solution](#)

3091.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees
[Ormlis's solution](#)

3092.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities
[Ormlis's solution](#)

3093.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[Ormlis's solution](#)

3094.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Ormlis's solution](#)

3095.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Ormlis's solution](#)

3096.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Ormlis's solution](#)

3097.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Ormlis's solution](#)

3098.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

3099.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Ormlis's solution](#)

3100.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

3101.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[Ormlis's solution](#)

3102.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Ormlis's solution](#)

3103.

2002G

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

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Ormlis's solution](#)

3104.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[Ormlis's solution](#)

3105.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, trees

[Ormlis's solution](#)

3106.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ormlis's solution](#)

3107.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Ormlis's solution](#)

3108.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3109.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Ormlis's solution](#)

3110.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Ormlis's solution](#)

3111.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Ormlis's solution](#)

3112.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Ormlis's solution](#)

3113.

1482H

[Exam](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 3400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, trees

[Ormlis's solution](#)

3114.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Ormlis's solution](#)

3115.

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3116.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Ormlis's solution](#)

3117.

2181I

[Irrigation Interlock](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3500 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Ormlis's solution](#)

3118.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Ormlis's solution](#)

3119.

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, trees

[Ormlis's solution](#)

3120.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[Ormlis's solution](#)

3121.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3122.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Ormlis's solution](#)

3123.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[Ormlis's solution](#)

3124.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Ormlis's solution](#)

3125.

2052H

[Hunting Hoglins in Hogwarts](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Ormlis's solution](#)

3126.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ormlis's solution](#)

3127.

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Ormlis's solution](#)

3128.

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[Ormlis's solution](#)

3129.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ormlis's solution](#)

3130.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ormlis's solution](#)

3131.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ormlis's solution](#)

3132.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees

[Ormlis's solution](#)

3133.

1943F

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

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ormlis's solution](#)

3134.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[Ormlis's solution](#)

3135.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ormlis's solution](#)

3136.

1868F

[LIS?](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Ormlis's solution](#)

3137.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[Ormlis's solution](#)

3138.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Ormlis's solution](#)

3139.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ormlis's solution](#)

3140.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Ormlis's solution](#)

3141.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[Ormlis's solution](#)

3142.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[Ormlis's solution](#)

3143.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Ormlis's solution](#)

3144.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[Ormlis's solution](#)

3145.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Ormlis's solution](#)

3146.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2026-04-25 · last AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Ormlis's solution](#)

3147.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Ormlis's solution](#)

3148.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Ormlis's solution](#)

3149.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ormlis's solution](#)

3150.

2222D

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

Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Ormlis's solution](#)

3151.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Ormlis's solution](#)

3152.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,255 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ormlis's solution](#)

3153.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Ormlis's solution](#)

3154.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,559 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[Ormlis's solution](#)

3155.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[Ormlis's solution](#)

3156.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, communication

[Ormlis's solution](#)

3157.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,267 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Ormlis's solution](#)

3158.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive

[Ormlis's solution](#)

3159.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,126 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[Ormlis's solution](#)

3160.

106178G

[Gridoland Power Gauge](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3161.

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3162.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3163.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3164.

106178B

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

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3165.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3166.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3167.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3168.

106178E

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

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3169.

106178F

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

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3170.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3171.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3172.

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3173.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3174.

106193L

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

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3175.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3176.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3177.

106193G

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3178.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3179.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

3180.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3181.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3182.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3183.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3184.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3185.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · last AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3186.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3187.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3188.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3189.

105677E

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

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3190.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3191.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3192.

105677G

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

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3193.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3194.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3195.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3196.

105677D

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

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3197.

105677H

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

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3198.

105358B

[Mountain Booking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3199.

105358D

[Query on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3200.

105358H

[Points Selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3201.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3202.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3203.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3204.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3205.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3206.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3207.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3208.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3209.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3210.

105972J

[B,0DTeC BCÔ>CR ACä1CTACT4Cä2C =C,,5](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3211.

105972M

[Madoka and The Olympiad in Novosibirsk · Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3212.

105972L

[Sasha and the Homework · Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3213.

105972I

[Aö×018CÄ8CÔ>](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3214.

105972H

[A5C0Cô:C 0C >CÔ5CÄ5CÔBC](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3215.

105972D

[A`5C=FC.8 C" \\$5Tä5T•](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3216.

105972F

[AôUD\\$D,,5D BC\\$8CR ?Câ CCÔ8C\\$5D AC,,BCTBD0](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3217.

105972G

[A 50C00D =C O D 0C >D\\$0 D ?C <D6BDÄN](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3218.

105972E

[B 0CÄ=C`5D\\$K-D 0CÄ>C`5D\\$K](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3219.

105972C

[Bitwise Characteristic of a Number · Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3220.

105972A

[Photos in Flight · Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3221.

105789J

[Just Look Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3222.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3223.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3224.

105789E

[Exciting Business Opportunities](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3225.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3226.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3227.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3228.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3229.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3230.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3231.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3232.

105789I

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3233.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force

[Ormlis's solution](#)

3234.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[Ormlis's solution](#)

3235.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[Ormlis's solution](#)

3236.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[Ormlis's solution](#)

3237.

2095F

[IS Cæb·0B\\$abICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, math

[Ormlis's solution](#)

3238.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[Ormlis's solution](#)

3239.

2095A

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

Quality: 13,816 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[Ormlis's solution](#)

3240.

104832C

[Ferris Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3241.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3242.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3243.

104832I

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

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3244.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3245.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3246.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3247.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3248.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3249.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3250.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3251.

105698J

[Jenga Tower](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3252.

105698C

[Candidate Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3253.

105698E

[Extra Character](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3254.

105698L

[LIS on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3255.

105698D

[Depth of Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3256.

105698K

[Kaz's Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3257.

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3258.

105698I

[Inequality Satisfying Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3259.

105698A

[actGenshinImp](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3260.

1056758

[B\\$0D r8D BC,,GCTAC=8C' <C @ D,, @D4B](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3261.

1056757

[A4; C 2C0 >CR ?D 0C\\$8C' > C `8Dt=D´E Cä;C,,<Cö8C 4](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3262.

1056756

[Aö5D 5C= >D,,5CÔ=Cä5 D 0Ct1C,,5CÔ8CP](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3263.

1056755

[B 0Ct=CäAD\\$L C=2C 4D 0D\\$>C](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3264.

105674D

[Aö>C;A C Cä:D >C\\$8D•](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3265.

105674C

[A@B@GäBCÔKCR 4Cä6CD8](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3266.

105674B

[A@CäAD\\$>C\\$0D\\$KCR GC,,AC`0](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3267.

105674A

[A@C@+@TCGC,,: 2D](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3268.

105633J

[Mixing Solutions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3269.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3270.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3271.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3272.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3273.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3274.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3275.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3276.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3277.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3278.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3279.

105617C

[Intermediate Verticality](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3280.

105617F

[Exchange and Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3281.

105617K

[Petya's Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3282.

105617H

[Exploration Robots](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3283.

105617B

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

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3284.

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3285.

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3286.

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3287.

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3288.

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3289.

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3290.

105617A

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

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3291.

105537G

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

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3292.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3293.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3294.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3295.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3296.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3297.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3298.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3299.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3300.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3301.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ormlis's solution](#)

3302.

105255J

[Bridging the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3303.

104288K

[Take On Meme](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3304.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3305.

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3306.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3307.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3308.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3309.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3310.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3311.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3312.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3313.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3314.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3315.

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3316.

102511B

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

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3317.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3318.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3319.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3320.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3321.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3322.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3323.

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3324.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3325.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3326.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3327.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3328.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3329.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3330.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3331.

104633E

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

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3332.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3333.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3334.

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3335.

102341I

[Infernape](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3336.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3337.

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3338.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3339.

102341E

[Eevee](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3340.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ormlis's solution](#)

3341.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3342.

103469K

[K-onstruction](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3343.

103469I

[Intellectual Implementation](#) · [Tutorial](#)

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3344.

103469G

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3345.

103469D

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Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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3346.

103469H

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Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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3347.

103469L

[Little LCS](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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3348.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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3349.

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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3350.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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3351.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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3352.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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3353.

103469M

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Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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3354.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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3355.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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3356.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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3357.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3358.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3359.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3360.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3361.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3362.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3363.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3364.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3365.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3366.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3367.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3368.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3369.

104396K

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

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3370.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3371.

104396J

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

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3372.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3373.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3374.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3375.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3376.

104090B

[Useful Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3377.

104090E

[Oscar is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3378.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3379.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3380.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3381.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3382.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3383.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3384.

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3385.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3386.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3387.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3388.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3389.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3390.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3391.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3392.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3393.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3394.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3395.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3396.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3397.

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3398.

104782F

[Suceava](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3399.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3400.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3401.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3402.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3403.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3404.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3405.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3406.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3407.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3408.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3409.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3410.

104871A

[Attendance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3411.

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3412.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3413.

104871G

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

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3414.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3415.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3416.

104871I

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

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3417.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3418.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3419.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3420.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3421.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3422.

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3423.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3424.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3425.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3426.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3427.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3428.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3429.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3430.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3431.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3432.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3433.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3434.

1049508

[Binary Tree Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3435.

1049507

[Split into Triplets](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3436.

1049506

[A TC@BCT@C,,8](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3437.

1049505

[B T@C@,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3438.

1049494

[A\\$K@>D AD\\$>C`8DdK](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3439.

1049493

[Table Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3440.

1049492

[A 8D\\$>CÔ8D!5D :C O CÔ>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3441.

1049491

[A67D00C 2 D 0CÄ>C'5D](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3442.

104023M

[String Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3443.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3444.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3445.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3446.

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3447.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3448.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3449.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3450.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3451.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3452.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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3453.

102412J

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

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3454.

102412A

[The One Polynomial Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3455.

102412D

[The Jump from Height of Self-importance to Height of IQ Level](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3456.

102412H

[Mex on DAG](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3457.

102412C

[Steel Ball Run](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3458.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3459.

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3460.

102412E

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104891B

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104891G

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3465.

104891E

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3466.

104891C

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3467.

104891D

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3468.

104891H

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3469.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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3470.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

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3471.

104891J

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3472.

104566D

[Pixel Art](#) · [Tutorial](#)

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

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3473.

104566B

[Red Black Tree](#) · [Tutorial](#)

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

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3474.

104566F

[Chaleur](#) · [Tutorial](#)

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

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3475.

104566G

[Couleur](#) · [Tutorial](#)

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

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3476.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3477.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3478.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3479.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3480.

104566K

[XOR Clique](#) · [Tutorial](#)

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3481.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3482.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3483.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3484.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3485.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3486.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

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3487.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3488.

104768G

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

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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3489.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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3490.

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3491.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3492.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3493.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3494.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3495.

102483C

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Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3496.

102483B

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3497.

102483A

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3498.

102483H

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3499.

102483I

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3500.

102483K

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3501.

104757G

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3502.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3503.

104757I

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Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3504.

104757E

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3505.

104757K

[Split Decisions](#) · [Tutorial](#)

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3506.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3507.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3508.

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

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3509.

104787E

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3510.

104787H

[Quake and Rebuild](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3511.

104787L

[Yet Another Maximize Permutation Subarrays](#) · [Tutorial](#)

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3512.

104787B

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

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3513.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3514.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3515.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3516.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3517.

104787D

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

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3518.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3519.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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3520.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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3521.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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3522.

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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3523.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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3524.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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3525.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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3526.

104813M

[Painter](#) · [Tutorial](#)

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3527.

104813B

[Memory](#) · [Tutorial](#)

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3528.

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[Ursa Minor](#) · [Tutorial](#)

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3529.

104869H

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3530.

104869M

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3531.

104869B

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3532.

104869I

[Three Rectangles](#) · [Tutorial](#)

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3533.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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3534.

104869J

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3535.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

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3536.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

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

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3537.

104869C

[Swiss Stage](#) · [Tutorial](#)

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3538.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

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3539.

104772L

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3540.

104772B

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

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3541.

104772I

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3542.

104772C

[Colorful Village](#) · [Tutorial](#)

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

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3543.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

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

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3544.

104772J

[Jumping Frogs](#) · [Tutorial](#)

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

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3545.

104772E

[Every Queen](#) · [Tutorial](#)

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3546.

104772G

[Game of Nim](#) · [Tutorial](#)

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3547.

104772K

[Kitchen Timer](#) · [Tutorial](#)

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3548.

104772M

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3549.

104772D

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3550.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

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3551.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3552.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3553.

102482C

[Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3554.

102482I

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Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3555.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3556.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3557.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3558.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3559.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3560.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3561.

101242K

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Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3562.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3563.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3564.

101242A

[Balanced Diet](#) · [Tutorial](#)

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3565.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3566.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3567.

101242L

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3568.

101242E

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3569.

101242C

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3570.

101471G

[Replicate Replicate Rpflichte](#) · [Tutorial](#)

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3571.

101471B

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3572.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

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3573.

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101471F

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3578.

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3579.

101471E

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3580.

102586F

[Robots](#) · [Tutorial](#)

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3581.

102586I

[Amidakuji](#) · [Tutorial](#)

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3582.

102586E

[Count Modulo 2](#) · [Tutorial](#)

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3583.

104064I

[IXth Problem](#) · [Tutorial](#)

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3584.

104064F

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3585.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3586.

104064H

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Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3587.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3588.

104064G

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3589.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3590.

104064E

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Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3591.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3592.

104064A

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Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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3593.

103261A

[Um_nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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3594.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3595.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: —

[Ormlis's solution](#)

3596.

103261E

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

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3597.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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3598.

103261D

[FFT Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3599.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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3600.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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3601.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3602.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3603.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3604.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3605.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3606.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3607.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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3608.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3609.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3610.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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3611.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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3612.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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3613.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3614.

103119K

[Candy Ads](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3615.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3616.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3617.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3618.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3619.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3620.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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3621.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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3622.

103119L

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

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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3623.

104479F

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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3624.

104479J

[Joining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3625.

104479I

[Incomplete Information Queries](#) · [Tutorial](#)

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3626.

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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3627.

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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3628.

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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3629.

104479G

[Guessing by Divisibility](#) · [Tutorial](#)

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3630.

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3631.

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3632.

104491J

[Fast Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3633.

104491C

[Network Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3634.

104491H

[Triangular Cactus Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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3635.

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3636.

104491B

[Standard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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3637.

104373H

[Permutation on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3638.

104373I

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

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3639.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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3640.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3641.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3642.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3643.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3644.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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3645.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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3646.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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3647.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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3648.

103466K

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Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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3649.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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3650.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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3651.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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3652.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3653.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3654.

103439I

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

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3655.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3656.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3657.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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3658.

103439K

[Amazing Tree](#) · [Tutorial](#)

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3659.

103439C

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Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3660.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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3661.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3662.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3663.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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3664.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3665.

103957E

[Colorful Floor](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3666.

103957I

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3667.

103957C

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3668.

103957J

[Dome and Steles](#) · [Tutorial](#)

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3669.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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3670.

103957F

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3671.

103957L

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

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3672.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3673.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3674.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3675.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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3676.

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3677.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3678.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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3679.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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3680.

104337H

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

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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3681.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3682.

104337M

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

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3683.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3684.

103860D

[Tree Partition](#) · [Tutorial](#)

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

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3685.

103860I

[Reverse LIS](#) · [Tutorial](#)

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3686.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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3687.

103860E

[Elegant Tetris](#) · [Tutorial](#)

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3688.

103860J

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3689.

103860G

[Integer Game](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3690.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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3691.

103860C

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

[Ormlis's solution](#)

3692.

103860F

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[Ormlis's solution](#)

3693.

103860A

[Mash](#) · [Tutorial](#)

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

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3694.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3695.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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3696.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3697.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3698.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3699.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3700.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3701.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3702.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3703.

104128I

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

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3704.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3705.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3706.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3707.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3708.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3709.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3710.

102441B

[Redistribution of Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3711.

102441J

[Paternity Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3712.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3713.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3714.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3715.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3716.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3717.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3718.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3719.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3720.

103102C

[3-colorings](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3721.

103102G

[Simple Hull](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3722.

103102K

[Codenames](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3723.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3724.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · last AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3725.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3726.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3727.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3728.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3729.

103102I

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

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3730.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3731.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3732.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3733.

100025J

[Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3734.

100025E

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

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

[Ormlis's solution](#)

3735.

100025H

[NIMG](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3736.

100025F

[Continued Fraction](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3737.

100025I

[Semi-cool Points](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3738.

100025C

[Amoeba](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3739.

100025K

[Number of Zeroes](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3740.

100025A

[A Lot](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3741.

1042917

[BỘ TẬP 8 C> C>D 7C,,=C <](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3742.

104252J

[Joining a Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3743.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3744.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3745.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3746.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3747.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3748.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3749.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3750.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3751.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3752.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3753.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3754.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3755.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation

[Ormlis's solution](#)

3756.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings

[Ormlis's solution](#)

3757.

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Ormlis's solution](#)

3758.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3759.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3760.

104008I

[Invincible Hotwheels](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3761.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3762.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3763.

104008J

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

Rating: — · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3764.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3765.

104008C

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

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3766.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3767.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3768.

101190C

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

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3769.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3770.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3771.

101190I

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3772.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3773.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3774.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3775.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3776.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3777.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3778.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3779.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3780.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3781.

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3782.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3783.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3784.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3785.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3786.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3787.

103470G

[Paimon's Tree](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3788.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3789.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3790.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3791.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3792.

103470D

[Paimon Sorting](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3793.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3794.

103470H

[Crystalfly](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3795.

103470M

[Windblume Festival](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3796.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3797.

102896O

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3798.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3799.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3800.

102896G

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

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3801.

102896A

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

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3802.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3803.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3804.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3805.

102896E

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

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3806.

102896K

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

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3807.

102785I

[Noughts and crosses](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3808.

102785E

[Hanoi Tower](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3809.

102785K

[Meson Collider](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3810.

102785G

[Non-random numbers](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3811.

102785C

[Dimensions](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3812.

102785F

[Pebbles](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3813.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: —

[Ormlis's solution](#)

3814.

102785H

[A self-describing sequence](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3815.

102785B

[Gremlins attack!](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3816.

102785J

[R u really ready?](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3817.

102785A

[A lazy controller](#) · [Tutorial](#)

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

[Ormlis's solution](#)

3818.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3819.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3820.

103688B

[Lovely Fish](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3821.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3822.

103688E

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

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3823.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3824.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3825.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3826.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3827.

103688A

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

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3828.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · PyPy 3-64 (first AC) · Tags: —

[Ormlis's solution](#)

3829.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ormlis's solution](#)

3830.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[Ormlis's solution](#)

3831.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Ormlis's solution](#)

3832.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, matrices

[Ormlis's solution](#)

3833.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Ormlis's solution](#)

3834.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Ormlis's solution](#)

3835.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Ormlis's solution](#)

3836.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Ormlis's solution](#)

3837.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Ormlis's solution](#)

3838.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Ormlis's solution](#)

3839.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Ormlis's solution](#)

3840.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ormlis's solution](#)

3841.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ormlis's solution](#)

3842.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Ormlis's solution](#)

3843.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Ormlis's solution](#)

3844.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[Ormlis's solution](#)

3845.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[Ormlis's solution](#)

3846.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3847.

101630D

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3848.

101630A

[Archery Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3849.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3850.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3851.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3852.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3853.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3854.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3855.

103426E

[Reconstructing Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · last AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ormlis's solution](#)

3856.

103260A

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

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3857.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3858.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3859.

103260J

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

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3860.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3861.

100805L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3862.

100805H

[Three States](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3863.

100805F

[Rescue Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3864.

100805K

[Top Secret Task](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3865.

100805J

[A0001A,,2D`5 C#;CTBCäGC#8](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3866.

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3867.

100805I

[A0001A CTBC D41C`8C](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3868.

100805C

[A#B0ä#C 7C 2Cä4CR ECä7Dö8CÐ](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3869.

100805B

[Median Smoothing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3870.

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3871.

100805E

[B 0000T4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3872.

100805A

[A @CjBC =D :C,,5 D4GCT=D`5](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3873.

102021G

[GPS](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3874.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3875.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3876.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3877.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3878.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3879.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3880.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3881.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3882.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3883.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3884.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3885.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3886.

102500B

[Balanced Cut](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3887.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3888.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3889.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3890.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3891.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3892.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3893.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3894.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3895.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3896.

102392H

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

Rating: — · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3897.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3898.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3899.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3900.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3901.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3902.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3903.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3904.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3905.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3906.

103081J

[Daisy's Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3907.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3908.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3909.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3910.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3911.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3912.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3913.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3914.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3915.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3916.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

3917.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3918.

101612D

[Dividing Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3919.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3920.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3921.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3922.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3923.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3924.

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3925.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3926.

101612B

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

Rating: — · first AC: 2021-08-12 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

3927.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3928.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3929.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3930.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3931.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3932.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3933.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3934.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3935.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3936.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3937.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3938.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3939.

102139C

[A4x01a](#)
[A4x01a](#) [C\\$>C'>CÄ:C](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3940.

102139I

[Return of the ????](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3941.

102139G

[A5D\\$@](#)
[A5D\\$@](#) [Cä2C,,G](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3942.

102139F

[B-00tCa](#)
[B-00tCa](#) [6CT=C,,5 CÔU CÄ=Cä6C,,BCT;C€](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3943.

102139K

[A@Ca](#)
[A@Ca](#) [5C#B](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3944.

102139D

[A4x01a](#)
[A4x01a](#) [CäBC](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3945.

102139B

[A@Ca](#)
[A@Ca](#) [AC'5D](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3946.

102139J

[A,,=0\\$5D](#)
[A,,=0\\$5D](#) [AC,,O C" BC 1C'8Dd5](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3947.

102139H

[A TO GC BC=8](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3948.

102139E

[B=0 9 D >C >D\\$>D\\$5DT=C,,:](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3949.

102139A

[A\\$T Cx@ä6CÔ> C,,7 AT BÐ](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3950.

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3951.

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3952.

101550H

[Highest Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3953.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3954.

101550B

[Bless You Autocorrect!](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3955.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3956.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3957.

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3958.

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3959.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3960.

1531E3

[B >D<BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search

[Ormlis's solution](#)

3961.

1531E2

[B >D<BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[Ormlis's solution](#)

3962.

1531E1

[B >D<BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Ormlis's solution](#)

3963.

1531D

[B 5CD0C#BOija@D45CÂ C,,=C45D Â 6ö/Æ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Ormlis's solution](#)

3964.

1531C

[B 8CÄieCTBD 8Dt=D'9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[Ormlis's solution](#)

3965.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Ormlis's solution](#)

3966.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Ormlis's solution](#)

3967.

1531A

[At8CÔ3CT@#icolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Ormlis's solution](#)

3968.

101979H

[Aö5D\\$5D 1D4@C3ö](#)

Rating: — · first AC: 2020-10-30 · last AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3969.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · last AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3970.

101820E

[Aö>DrBC :Cä@C 1C`O](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3971.

101820A

[AD>DrBCä9CÔKC' DC,,=C ;](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3972.

101820C

[Aö@CäADt5D" ACä1D`BC,,9](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3973.

101820D

[Aö>DrBC C48D\\$5 D ?C AD\\$8 At5CÄ;Dä](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3974.

101820B

[AöDrBCäGCÔDò 8C4@C](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3975.

101187H

[AöCä5C•](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3976.

102551D

[AD>DrBC 2C=0 Cò>DtBD°](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3977.

102551C

[Aö@CäAD4:D\\$K C" MC=ACô5CD8Dd8C€](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3978.

102551A

[B\\$@CäD ?Cä@D\\$8D >C\\$:C 0D BCTDC :D\\$>C](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3979.

102551B

[B 10ä@CäAD\\$=Cä9 D\\$@C =D ?Cä@D](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3980.

101187E

[B TDHG,,DD >C\\$:C AÔ](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3981.

101187F

[A@C@>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2020-11-30 · MS C++ 2017 (first AC) · Tags: —

[Ormlis's solution](#)

3982.

101187C

[A45D#D`5 C`KCd8](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3983.

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3984.

101187B

[A 2D\\$C CD](#)

Rating: — · first AC: 2020-11-30 · MS C++ 2017 (first AC) · Tags: —

[Ormlis's solution](#)

3985.

101187K

[«A..AC#DäGC ND"5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3986.

101187I

[AäDäGCÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3987.

101187D

[IQ D\\$5D#C CD;Dò @ Cä1CäBCä2](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3988.

101187A

[A\\$C#D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2020-11-30 · MS C++ 2017 (first AC) · Tags: —

[Ormlis's solution](#)

3989.

101636F

[AöCÖ4C<C,,O 2](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3990.

101636D

[B TCS?C 4C ND"8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3991.

101636J

[B-0012G15D15CÔ8CR A C= >CôLDô<C€](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3992.

101636L

[A@CäAD\\$KCR AD4DDD8C=AD°](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3993.

101636B

[AäBC= @ D´BD´9 C=CC >C](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3994.

101636E

[A45D >CDAC=0Dò >C´8CÄ?C,,0CD0](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

3995.

101636K

[B <C=HC =CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2020-11-25 · MS C++ 2017 (first AC) · Tags: —

[Ormlis's solution](#)

3996.

101636G

[A=001a!](#)

Rating: — · first AC: 2020-11-25 · MS C++ 2017 (first AC) · Tags: —

[Ormlis's solution](#)

3997.

101636A

[B\\$C0i&Ct<](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

3998.

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2020-11-25 · MS C++ 2017 (first AC) · Tags: —

[Ormlis's solution](#)

3999.

101636C

[A= CÔD ,,3D4 @ C FC,,>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2020-11-25 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4000.

102373C

[Diamonds · Tutorial](#)

Rating: — · first AC: 2020-10-16 · last AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4001.

102651E

[Nice Shape · Tutorial](#)

Rating: — · first AC: 2020-11-22 · last AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4002.

102860H

[Perfect Round Dance](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4003.

100850E

[A10C08CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4004.

100850C

[B,,TCä;DÄ=C O CD5CÄ>C# @C BC,,O](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4005.

100850D

[A5>CfQD" <CTGD\\$K](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4006.

100850K

[B5C#D](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4007.

100850G

[BD8DjalC€](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4008.

100850I

[A10CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4009.

100850J

[A6@C#AD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4010.

100850H

[AäBDrQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4011.

100850F

[B10C#Cö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4012.

100850A

[A 3Dc#6Ô>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4013.

101979E

[String Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4014.

101979G

[A CD 3CT@D² 2 <McDuck's>>](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4015.

101979B

[A B C D C T B D² 4 C T B D ô <](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4016.

101979I

[A4=CäDÄ D,;Dô?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4017.

101979K

[A 100 8D 8CÔB](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4018.

101979F

[B4@C2CÔ5CÔ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4019.

101979A

[LinkedList's Bizarre Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4020.

101979D

[A5=CÄAD\\$@Cä:C, ?Cä4Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$5C•](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4021.

101979L

[AD8Cä@Cä<D°](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4022.

101979C

[AäE 046 DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4023.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4024.

102399F

[XOR D,8D@ Cä2C =C,,5](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4025.

102399J

[A5CÖD4@D :CäBC,,;Cä2](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4026.

102399H

[BD>CäCÄ A CD5C`5CÖ8CT< C, CCÄ=Cä6CT=C,,5CÄ](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4027.

102399E

[write me!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4028.

102399B

[A`8Dt=CäAD\\$ L D,,8D >Cä8DR 2Ct3C`OCD>C](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4029.

102399L

[AD>DrisC4>C' HCä0D@](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4030.

102399D

[AD>DrisC48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4031.

102399G

[B5CfäCR BCäGCä8](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4032.

102399C

[A,,2CäD4HCä0-CD CD 0Dt>Cç 8 D\\$5Cä@C,,O C\\$5D >D6BCÖ>D BCT9](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4033.

101949F

[AD@012CÖ5C4@CTGCTACä8C' 8Ct>CÄ>D DC,,7CÄ](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4034.

101949G

[A45CÖäC, =C :Cä;CTACÖ8Dd0DP](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4035.

101949D

[B0C0r1aA00C04Cä@D°](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4036.

101949A

[A050T4C =C,,5 Cä@D´A](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4037.

101949B

[AD0CT2C05C4@CTGCTAC0D0 <C HC,,=C](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4038.

101949H

[A,,3D0i0" AD\\$@Cä:C€](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4039.

101949E

[A100i46Cä: D BD 5C´LC K](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4040.

101949C

[B BC00,,: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4041.

102739H

[AD0DrBC 2C00 CT4D°](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4042.

102023H

[A00DriaC`8](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4043.

102023B

[B-000r1aB 8 C @C,,DCÄ5D\\$8C00](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4044.

102023F

[B400r1aB\\$>Cd5C08CR 4D >C0>C](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4045.

102023E

[AD0Di8C 2C00](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4046.

102023A

[B\\$0C@,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4047.

102023C

[A 8D\\$>C\\$KC' 0C\\$BCä<C B](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4048.

102025D

[AÖNDTäC, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4049.

102025F

[AÄ0048Dt5D :C,,9 Ct0CÄ>C](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4050.

102025B

[AÖLDäB C" ?CTICT@CP](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4051.

102025G

[A=0Cdt0cä9 D\\$2C @C, Ò ?Cä ?C @CP](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4052.

102025H

[AÖNDTä;C€](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4053.

102025C

[AD>C@D'E D =Cä2](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4054.

102025E

[BD>D\\$>D >C >D" D 8CÒÔ4CRÔ C ;DÄ4C](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4055.

102025A

[B T0ä@! D BCä@Cä=CÔ8Cä>C](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4056.

102739G

[AÖ;Cöä@](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4057.

102739F

[B 0D,00ä?D6BDÂ 4CT;C 5D" 7C 4C GD2 ?D > Cö@CäAD\\$KCR GC,,AC'0](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4058.

102739E

[B:0D,0i0, 7C GE B](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4059.

102739D

[A:,3D0i0" 3Cä@Cä4C](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4060.

102739B

[A000i0D\\$>](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4061.

102739C

[A5CB4Cä6CDQCA](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4062.

102739A

[ASKDRBC 2C=0 C,,<Cö@CTAD 8Cä=C,,AD\\$>C](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4063.

1005863

[B 5C=0](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4064.

100766B

[A00Ä0D\\$=C,,:](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4065.

100766A

[A 2D\\$=C Ä0D\\$8Dt5D :C,,5 CD@D47DÄ0](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4066.

1012928

[A5C\\$KD,,5CÖ8CR :C\\$0C'8DD8C=0Dd8C€](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4067.

1012927

[B 8C=0\\$KCR ?Cä;Dö](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4068.

1012926

[A -> Tutorial](#), >C' ;C,,=CT9CÔKC' :Cà;C`0C"4CT@

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4069.

1012925

[A - 2D\\$×EÄ0D\\$8Ct8D >C\\$0CÔ=Cä5 D4?D 0C\\$;CT=C,,5 CD>D BC 2C↔C•](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ormlis's solution](#)

4070.

102373D

[Good Subset](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4071.

102373H

[Escape from the Abundoned House](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4072.

102373I

[A t2D4rG 2 Cò>CD2C ;CP](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4073.

102373G

[AÔ>Cid=C,,FD°](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4074.

102373B

[Wooden Castle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4075.

102373A

[Aã=Cãl](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4076.

102373F

[Aã=Cãl](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4077.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4078.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4079.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4080.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4081.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4082.

102569B

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

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4083.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4084.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4085.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4086.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4087.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4088.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4089.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Ormlis's solution](#)

4090.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[Ormlis's solution](#)

4091.

102534A

[Alphabet Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4092.

100416A

[B, > C, < C, < C](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4093.

100145G

[A, < B, < C, < D, < E, < F, < G, < H, < I, < J, < K, < L, < M, < N, < O, < P, < Q, < R, < S, < T, < U, < V, < W, < X, < Y, < Z, < 0, < 1, < 2, < 3, < 4, < 5, < 6, < 7, < 8, < 9, < *, < #, < \\$, < %, < &, < ', < \(, < \), < +, < =, < >, < ?, < @, < !, < ", < ~, < ^, < &](#)

Rating: — · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4094.

100145B

[B, < C, < D, < E, < F, < G, < H, < I, < J, < K, < L, < M, < N, < O, < P, < Q, < R, < S, < T, < U, < V, < W, < X, < Y, < Z, < 0, < 1, < 2, < 3, < 4, < 5, < 6, < 7, < 8, < 9, < *, < #, < \\$, < %, < &, < ', < \(, < \), < +, < =, < >, < ?, < @, < !, < ", < ~, < ^, < &](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4095.

100145A

[A, < B, < C, < D, < E, < F, < G, < H, < I, < J, < K, < L, < M, < N, < O, < P, < Q, < R, < S, < T, < U, < V, < W, < X, < Y, < Z, < 0, < 1, < 2, < 3, < 4, < 5, < 6, < 7, < 8, < 9, < *, < #, < \\$, < %, < &, < ', < \(, < \), < +, < =, < >, < ?, < @, < !, < ", < ~, < ^, < &](#)

Rating: — · first AC: 2020-03-07 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4096.

1319G

[Reachable Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Ormlis's solution](#)

4097.

1319E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Ormlis's solution](#)

4098.

1319D

[Navigation System](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Ormlis's solution](#)

4099.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ormlis's solution](#)

4100.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Ormlis's solution](#)

4101.

102531C

[A5CÄ5D BDÄ5 CÄ0DD8C€](#)

Rating: — · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ormlis's solution](#)

4102.

102531B

[A5CÄ5D?CÖ0Dò 7C :D4?C=0](#)

Rating: — · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ormlis's solution](#)

4103.

102531A

[AÖ0CrisD BCT:D BC](#)

Rating: — · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ormlis's solution](#)

4104.

1024807

[A 0CÖ=Cä<C B](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4105.

102443G

[Too Many Hyphens · Tutorial](#)

Rating: — · first AC: 2020-01-31 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4106.

102498C

[A5CÄ5D=C\\$KC' 7C <Cä:](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4107.

102498D

[Aö>7C5G2 A C4>D =Cä9 C 0CtK](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4108.

102498B

[A5D18CÖ:C <C AD 8C\\$0](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4109.

102498A

[Aö5Dö5D KC" =C >C 5C@](#)

Rating: — · first AC: 2020-01-28 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4110.

1024794

[Aä7C,öCö8C 4C 4C´O D >C >D\\$>C](#)

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4111.

100135C

[C · Tutorial](#)

Rating: — · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4112.

100135B

[B · Tutorial](#)

Rating: — · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4113.

100135A

[A · Tutorial](#)

Rating: — · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4114.

1012542

[A · Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4115.

1012541

[A · Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4116.

102461B

[Contest Rescheduling · Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4117.

102461A

[Expression Formatting · Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4118.

1020863

[A · Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4119.

1020862

[A · Tutorial](#)

Rating: — · first AC: 2019-12-28 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4120.

1020861

[A · Tutorial](#)

Rating: — · first AC: 2019-12-28 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4121.

100100A

[A · Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4122.

102436D

[Subset "AND" · Tutorial](#)

Rating: — · first AC: 2019-12-24 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4123.

102112D

[A@C@D K C\\$>CDK](#)

Rating: — · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4124.

101199L

[A\\$K@D AD\\$>C`8DdK](#)

Rating: — · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4125.

101199K

[AD\\$@C\\$>D ACâ ACÄ5D BDÄN](#)

Rating: — · first AC: 2019-12-22 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4126.

101199H

[B @DHC@CT=CÔKC' ?C @C 4Cä:D Cä=D\\$8-BT>C';C](#)

Rating: — · first AC: 2019-12-22 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4127.

101199D

[B @D\\$@CÔ=C O Ct@CD0Dt0](#)

Rating: — · first AC: 2019-12-22 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4128.

102436C

[Painting Plan · Tutorial](#)

Rating: — · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4129.

102436B

[Trie Minimization · Tutorial](#)

Rating: — · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4130.

102436A

[Cool Water · Tutorial](#)

Rating: — · first AC: 2019-12-22 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4131.

100246D

[A@C@CäAD² =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4132.

100246C

[C · Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4133.

100246B

[B · Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4134.

101199I

[B :Cä,ÖÄlCä 2CTAC,,B C=0D <C ð](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)

4135.

101199G

[AöDÖCD>Cç 7C 4C G](#)

Rating: — · first AC: 2019-12-19 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4136.

101199F

[B =DöBDeO C´8 C >C40CÁ BCä@D\\$K?](#)

Rating: — · first AC: 2019-12-19 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4137.

101199E

[B >Cö4CTAD\\$2CT=D :C,,9 Cö>CD0D >C](#)

Rating: — · first AC: 2019-12-19 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4138.

101199B

[B BDeC= C\\$0Dò ;Cä2D4HC=0](#)

Rating: — · first AC: 2019-12-19 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4139.

102386F

[A=CCi8C](#)

Rating: — · first AC: 2019-12-13 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4140.

102386E

[AäBÖf=Cd5CÔ=D´5 Cä?CT@C FC,,8](#)

Rating: — · first AC: 2019-12-13 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4141.

102386D

[A ·@D\\$5CÁ 2 C @CÄ8C€](#)

Rating: — · first AC: 2019-12-13 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4142.

102386C

[AÖÖf74C, >D\\$;C,,GC,,O](#)

Rating: — · first AC: 2019-12-13 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4143.

102386B

[B\\$CÖf=C,,@ B4@BD#](#)

Rating: — · first AC: 2019-12-13 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4144.

102386A

[B BDeC,,BCT;DÄAD\\$2Cä 1C HCÔ8](#)

Rating: — · first AC: 2019-12-13 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4145.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4146.

1017131

[B4D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2019-12-08 · PyPy 3 (first AC) · Tags: —

[Ormlis's solution](#)

4147.

1275C

[#define At0CD0D0eB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · PyPy 3 (first AC) · Tags: *special

[Ormlis's solution](#)

4148.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · PyPy 3 (first AC) · Tags: *special

[Ormlis's solution](#)

4149.

1275A

[B 3DKD\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · PyPy 3 (first AC) · Tags: *special

[Ormlis's solution](#)

4150.

100246A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ormlis's solution](#)