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Unique solved — OutsiderZz

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

Sort: Problem rating · easier first

Filters: none

Count: 1,797

1.

2211A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[OutsiderZz's solution](#)

2.

2156A

[Pizza Time](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

3.

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[OutsiderZz's solution](#)

4.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[OutsiderZz's solution](#)

5.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,765 global accepts · Rating: 800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[OutsiderZz's solution](#)

6.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[OutsiderZz's solution](#)

7.

2127A

[Mix Mex Max](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

8.

2125A

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

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

[OutsiderZz's solution](#)

9.

2122A

[Greedy Grid](#) · [Tutorial](#)

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

greedy

[OutsiderZz's solution](#)

10.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[OutsiderZz's solution](#)

11.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,330 global accepts · Rating: 800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[OutsiderZz's solution](#)

12.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[OutsiderZz's solution](#)

13.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

14.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[OutsiderZz's solution](#)

15.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,976 global accepts · Rating: 800 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[OutsiderZz's solution](#)

16.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[OutsiderZz's solution](#)

17.

2092A

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

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[OutsiderZz's solution](#)

18.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[OutsiderZz's solution](#)

19.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[OutsiderZz's solution](#)

20.

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)

21.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,663 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[OutsiderZz's solution](#)

22.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[OutsiderZz's solution](#)

23.

2064A

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

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[OutsiderZz's solution](#)

24.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[OutsiderZz's solution](#)

25.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,179 global accepts · Rating: 800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[OutsiderZz's solution](#)

26.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

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27.

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[OutsiderZz's solution](#)

28.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

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29.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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30.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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

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31.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

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32.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

33.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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34.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[OutsiderZz's solution](#)

35.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,761 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

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36.

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

37.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[OutsiderZz's solution](#)

38.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[OutsiderZz's solution](#)

39.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[OutsiderZz's solution](#)

40.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[OutsiderZz's solution](#)

41.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[OutsiderZz's solution](#)

42.

2035A

[Sliding](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

43.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[OutsiderZz's solution](#)

44.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · last AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[OutsiderZz's solution](#)

45.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,483 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[OutsiderZz's solution](#)

46.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,796 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

47.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[OutsiderZz's solution](#)

48.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[OutsiderZz's solution](#)

49.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[OutsiderZz's solution](#)

50.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[OutsiderZz's solution](#)

51.

2002A

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

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

[OutsiderZz's solution](#)

52.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,647 global accepts · Rating: 800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

53.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,952 global accepts · Rating: 800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[OutsiderZz's solution](#)

54.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

55.

1996B

[Scale](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

56.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,386 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[OutsiderZz's solution](#)

57.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[OutsiderZz's solution](#)

58.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,257 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[OutsiderZz's solution](#)

59.

1989A

[Catch the Coin](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

60.

1982A

[Soccer](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

61.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[OutsiderZz's solution](#)

62.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[OutsiderZz's solution](#)

63.

1946A

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

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[OutsiderZz's solution](#)

64.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)

65.

1935A

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

Quality: 30,326 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[OutsiderZz's solution](#)

66.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)

67.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,657 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[OutsiderZz's solution](#)

68.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[OutsiderZz's solution](#)

69.

1933B

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

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[OutsiderZz's solution](#)

70.

1933A

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

Quality: 42,110 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[OutsiderZz's solution](#)

71.

1932A

[Thorns and Coins](#) · [Tutorial](#)

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

72.

1929B

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

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

73.

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[OutsiderZz's solution](#)

74.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[OutsiderZz's solution](#)

75.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,851 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings
[OutsiderZz's solution](#)

76.

1898A

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

Quality: 17,425 global accepts · Rating: 800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[OutsiderZz's solution](#)

77.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,142 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[OutsiderZz's solution](#)

78.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,382 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[OutsiderZz's solution](#)

79.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[OutsiderZz's solution](#)

80.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)

81.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[OutsiderZz's solution](#)

82.

1899A

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

Quality: 92,807 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[OutsiderZz's solution](#)

83.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[OutsiderZz's solution](#)

84.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[OutsiderZz's solution](#)

85.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[OutsiderZz's solution](#)

86.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[OutsiderZz's solution](#)

87.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,348 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[OutsiderZz's solution](#)

88.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

89.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,520 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

90.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

91.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,182 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[OutsiderZz's solution](#)

92.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

- 93.**
1866A
[Ambitious Kid](#) · [Tutorial](#)
Quality: 51,372 global accepts · Rating: 800 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: math
[OutsiderZz's solution](#)
- 94.**
1861A
[Prime Deletion](#) · [Tutorial](#)
Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[OutsiderZz's solution](#)
- 95.**
1864A
[Increasing and Decreasing](#) · [Tutorial](#)
Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[OutsiderZz's solution](#)
- 96.**
1858A
[Buttons](#) · [Tutorial](#)
Quality: 66,363 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
[OutsiderZz's solution](#)
- 97.**
1859A
[United We Stand](#) · [Tutorial](#)
Quality: 54,437 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[OutsiderZz's solution](#)
- 98.**
1857A
[Array Coloring](#) · [Tutorial](#)
Quality: 78,940 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)
- 99.**
1856A
[Tales of a Sort](#) · [Tutorial](#)
Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[OutsiderZz's solution](#)
- 100.**
1855A
[Dalton the Teacher](#) · [Tutorial](#)
Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)
- 101.**
1849A
[Morning Sandwich](#) · [Tutorial](#)
Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[OutsiderZz's solution](#)
- 102.**
1851A
[Escalator Conversations](#) · [Tutorial](#)
Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[OutsiderZz's solution](#)
- 103.**
1853A
[Desorting](#) · [Tutorial](#)

Quality: 56,074 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[OutsiderZz's solution](#)

104.

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[OutsiderZz's solution](#)

105.

1850B

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

Quality: 50,381 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[OutsiderZz's solution](#)

106.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,215 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[OutsiderZz's solution](#)

107.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,956 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[OutsiderZz's solution](#)

108.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[OutsiderZz's solution](#)

109.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[OutsiderZz's solution](#)

110.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[OutsiderZz's solution](#)

111.

1845A

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

Quality: 47,374 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[OutsiderZz's solution](#)

112.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,669 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)

113.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers
[OutsiderZz's solution](#)

114.

1837A

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

Quality: 54,852 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[OutsiderZz's solution](#)

115.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings
[OutsiderZz's solution](#)

116.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[OutsiderZz's solution](#)

117.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math
[OutsiderZz's solution](#)

118.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[OutsiderZz's solution](#)

119.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[OutsiderZz's solution](#)

120.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,479 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[OutsiderZz's solution](#)

121.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: strings
[OutsiderZz's solution](#)

122.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[OutsiderZz's solution](#)

123.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,977 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[OutsiderZz's solution](#)

124.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,026 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)

125.

1783A

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

Quality: 48,749 global accepts · Rating: 800 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

sortings

[OutsiderZz's solution](#)

126.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[OutsiderZz's solution](#)

127.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[OutsiderZz's solution](#)

128.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,632 global accepts · Rating: 800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[OutsiderZz's solution](#)

129.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,825 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[OutsiderZz's solution](#)

130.

1760B

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

Quality: 53,346 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[OutsiderZz's solution](#)

131.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,947 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[OutsiderZz's solution](#)

132.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[OutsiderZz's solution](#)

133.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[OutsiderZz's solution](#)

134.

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[OutsiderZz's solution](#)

135.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[OutsiderZz's solution](#)

136.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[OutsiderZz's solution](#)

137.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

138.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[OutsiderZz's solution](#)

139.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[OutsiderZz's solution](#)

140.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

141.

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

142.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

143.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

144.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,542 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[OutsiderZz's solution](#)

145.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[OutsiderZz's solution](#)

146.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

147.

1702B

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

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

148.

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

149.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[OutsiderZz's solution](#)

150.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

151.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[OutsiderZz's solution](#)

152.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,319 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OutsiderZz's solution](#)

153.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

154.

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[OutsiderZz's solution](#)

155.

1736A

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

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

[OutsiderZz's solution](#)

156.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

157.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[OutsiderZz's solution](#)

158.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[OutsiderZz's solution](#)

159.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

160.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[OutsiderZz's solution](#)

161.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[OutsiderZz's solution](#)

162.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[OutsiderZz's solution](#)

163.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,461 global accepts · Rating: 800 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[OutsiderZz's solution](#)

164.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,641 global accepts · Rating: 800 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[OutsiderZz's solution](#)

165.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,477 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[OutsiderZz's solution](#)

166.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,902 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[OutsiderZz's solution](#)

167.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

168.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[OutsiderZz's solution](#)

169.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,882 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[OutsiderZz's solution](#)

170.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,208 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[OutsiderZz's solution](#)

171.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)

172.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

173.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,780 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[OutsiderZz's solution](#)

174.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

175.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[OutsiderZz's solution](#)

176.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[OutsiderZz's solution](#)

177.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[OutsiderZz's solution](#)

178.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,367 global accepts · Rating: 900 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)

179.

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[OutsiderZz's solution](#)

180.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,936 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[OutsiderZz's solution](#)

181.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[OutsiderZz's solution](#)

182.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

183.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[OutsiderZz's solution](#)

184.

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,249 global accepts · Rating: 900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings

[OutsiderZz's solution](#)

185.

2028A

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

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

[OutsiderZz's solution](#)

186.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[OutsiderZz's solution](#)

187.

2035B

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

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

[OutsiderZz's solution](#)

188.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

189.

1988A

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

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

[OutsiderZz's solution](#)

190.

1992C

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

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

[OutsiderZz's solution](#)

191.

1951A

[Dual Trigger](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

192.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)

193.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[OutsiderZz's solution](#)

194.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[OutsiderZz's solution](#)

195.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[OutsiderZz's solution](#)

196.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[OutsiderZz's solution](#)

197.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,078 global accepts · Rating: 900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

198.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,075 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

199.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,501 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

200.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[OutsiderZz's solution](#)

201.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[OutsiderZz's solution](#)

202.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,944 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[OutsiderZz's solution](#)

203.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,830 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[OutsiderZz's solution](#)

204.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[OutsiderZz's solution](#)

205.

1837B

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

Quality: 50,116 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

206.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[OutsiderZz's solution](#)

207.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[OutsiderZz's solution](#)

208.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

209.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,884 global accepts · Rating: 900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

210.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[OutsiderZz's solution](#)

211.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[OutsiderZz's solution](#)

212.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[OutsiderZz's solution](#)

213.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,265 global accepts · Rating: 900 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[OutsiderZz's solution](#)

214.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[OutsiderZz's solution](#)

215.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,091 global accepts · Rating: 900 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[OutsiderZz's solution](#)

216.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[OutsiderZz's solution](#)

217.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)

218.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,080 global accepts · Rating: 900 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[OutsiderZz's solution](#)

219.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,563 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)

220.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 900 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[OutsiderZz's solution](#)

221.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,899 global accepts · Rating: 900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[OutsiderZz's solution](#)

222.

2156B

[Strange Machine](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

223.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,553 global accepts · Rating: 1000 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

224.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

225.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[OutsiderZz's solution](#)

226.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[OutsiderZz's solution](#)

227.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

228.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[OutsiderZz's solution](#)

229.

2057B

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

Quality: 23,278 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[OutsiderZz's solution](#)

230.

2051C

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

Quality: 28,014 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[OutsiderZz's solution](#)

231.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

232.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,279 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[OutsiderZz's solution](#)

233.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[OutsiderZz's solution](#)

234.

2000C

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

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[OutsiderZz's solution](#)

235.

2002B

[Removals Game](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

236.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[OutsiderZz's solution](#)

237.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[OutsiderZz's solution](#)

238.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)

239.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[OutsiderZz's solution](#)

240.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OutsiderZz's solution](#)

241.

1859B

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

Quality: 43,914 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[OutsiderZz's solution](#)

242.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,383 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[OutsiderZz's solution](#)

243.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

244.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[OutsiderZz's solution](#)

245.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OutsiderZz's solution](#)

246.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[OutsiderZz's solution](#)

247.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

248.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OutsiderZz's solution](#)

249.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[OutsiderZz's solution](#)

250.

1760D

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

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

[OutsiderZz's solution](#)

251.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[OutsiderZz's solution](#)

252.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,108 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[OutsiderZz's solution](#)

253.

1702D

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

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

254.

2211B

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

Quality: 11,647 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[OutsiderZz's solution](#)

255.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,001 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[OutsiderZz's solution](#)

256.

2125C

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

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

[OutsiderZz's solution](#)

257.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[OutsiderZz's solution](#)

258.

2112B

[Shrinking Array](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

259.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[OutsiderZz's solution](#)

260.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[OutsiderZz's solution](#)

261.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[OutsiderZz's solution](#)

262.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

263.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[OutsiderZz's solution](#)

264.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[OutsiderZz's solution](#)

265.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[OutsiderZz's solution](#)

266.

2063B

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

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

[OutsiderZz's solution](#)

267.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)

268.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

269.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

270.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math

[OutsiderZz's solution](#)

271.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[OutsiderZz's solution](#)

272.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,676 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[OutsiderZz's solution](#)

273.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[OutsiderZz's solution](#)

274.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[OutsiderZz's solution](#)

275.

1933C

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

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

276.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[OutsiderZz's solution](#)

277.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,025 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[OutsiderZz's solution](#)

278.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,877 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[OutsiderZz's solution](#)

279.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
[OutsiderZz's solution](#)

280.

1884B

[Haunted House](#) · [Tutorial](#)

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

281.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings
[OutsiderZz's solution](#)

282.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[OutsiderZz's solution](#)

283.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[OutsiderZz's solution](#)

284.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[OutsiderZz's solution](#)

285.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[OutsiderZz's solution](#)

286.

1850E

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

Quality: 35,007 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[OutsiderZz's solution](#)

287.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[OutsiderZz's solution](#)

288.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

289.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,504 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[OutsiderZz's solution](#)

290.

1811C

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

Quality: 22,230 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

291.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,920 global accepts · Rating: 1100 · first AC: 2022-10-30 · last AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[OutsiderZz's solution](#)

292.

1791E

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

Quality: 41,293 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[OutsiderZz's solution](#)

293.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,981 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[OutsiderZz's solution](#)

294.

1673B

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

Quality: 21,780 global accepts · Rating: 1100 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[OutsiderZz's solution](#)

295.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

296.

1760E

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

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

[OutsiderZz's solution](#)

297.

1759C

[Thermostat](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

298.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[OutsiderZz's solution](#)

299.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[OutsiderZz's solution](#)

300.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[OutsiderZz's solution](#)

301.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[OutsiderZz's solution](#)

302.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

303.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,563 global accepts · Rating: 1100 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[OutsiderZz's solution](#)

304.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[OutsiderZz's solution](#)

305.

1726B

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

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[OutsiderZz's solution](#)

306.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[OutsiderZz's solution](#)

307.

2113B

[Good Start](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

308.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

309.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[OutsiderZz's solution](#)

310.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[OutsiderZz's solution](#)

311.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,924 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[OutsiderZz's solution](#)

312.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[OutsiderZz's solution](#)

313.

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[OutsiderZz's solution](#)

314.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[OutsiderZz's solution](#)

315.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,821 global accepts · Rating: 1200 · first AC: 2024-10-06 · last AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[OutsiderZz's solution](#)

316.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[OutsiderZz's solution](#)

317.

2002C

[Black Circles](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

318.

1996C

[Sort](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

319.

1992D

[Test of Love](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

320.

1989B

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

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

[OutsiderZz's solution](#)

321.

1982C

[Boring Day](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

322.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[OutsiderZz's solution](#)

323.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

324.

1945C

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

Quality: 17,397 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[OutsiderZz's solution](#)

325.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

326.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[OutsiderZz's solution](#)

327.

1933D

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

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

[OutsiderZz's solution](#)

328.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[OutsiderZz's solution](#)

329.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[OutsiderZz's solution](#)

330.

1886B

[Fear of the Dark](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

331.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)

332.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[OutsiderZz's solution](#)

333.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,844 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[OutsiderZz's solution](#)

334.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · last AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[OutsiderZz's solution](#)

335.

1859C

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

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

[OutsiderZz's solution](#)

336.

1857C

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

Quality: 41,768 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[OutsiderZz's solution](#)

337.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[OutsiderZz's solution](#)

338.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[OutsiderZz's solution](#)

339.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[OutsiderZz's solution](#)

340.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[OutsiderZz's solution](#)

341.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

342.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

343.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,673 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[OutsiderZz's solution](#)

344.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,571 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[OutsiderZz's solution](#)

345.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)

346.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[OutsiderZz's solution](#)

347.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[OutsiderZz's solution](#)

348.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[OutsiderZz's solution](#)

349.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,631 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[OutsiderZz's solution](#)

350.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[OutsiderZz's solution](#)

351.

1527B1

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

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[OutsiderZz's solution](#)

352.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,641 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[OutsiderZz's solution](#)

353.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[OutsiderZz's solution](#)

354.

2211C1

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

Quality: 9,120 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[OutsiderZz's solution](#)

355.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[OutsiderZz's solution](#)

356.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[OutsiderZz's solution](#)

357.

2144C

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

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

358.

2127B

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

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

[OutsiderZz's solution](#)

359.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,739 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[OutsiderZz's solution](#)

360.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[OutsiderZz's solution](#)

361.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[OutsiderZz's solution](#)

362.

2075B

[Array Recoloring](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

363.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[OutsiderZz's solution](#)

364.

2064C

[Remove the Ends](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

365.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

366.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[OutsiderZz's solution](#)

367.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[OutsiderZz's solution](#)

368.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[OutsiderZz's solution](#)

369.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[OutsiderZz's solution](#)

370.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[OutsiderZz's solution](#)

371.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[OutsiderZz's solution](#)

372.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

373.

1999E

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

Quality: 23,623 global accepts · Rating: 1300 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[OutsiderZz's solution](#)

374.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

375.

1988C

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

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

[OutsiderZz's solution](#)

376.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[OutsiderZz's solution](#)

377.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[OutsiderZz's solution](#)

378.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[OutsiderZz's solution](#)

379.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[OutsiderZz's solution](#)

380.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[OutsiderZz's solution](#)

381.

1900C

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

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

[OutsiderZz's solution](#)

382.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[OutsiderZz's solution](#)

383.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[OutsiderZz's solution](#)

384.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[OutsiderZz's solution](#)

385.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy

[OutsiderZz's solution](#)

386.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 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

[OutsiderZz's solution](#)

387.

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

388.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[OutsiderZz's solution](#)

389.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,328 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[OutsiderZz's solution](#)

390.

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[OutsiderZz's solution](#)

391.

1844C

[Particles](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

392.

1846E1

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

Quality: 25,211 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[OutsiderZz's solution](#)

393.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[OutsiderZz's solution](#)

394.

1820C

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

Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

395.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-26 · last AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[OutsiderZz's solution](#)

396.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-06 · last AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[OutsiderZz's solution](#)

397.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[OutsiderZz's solution](#)

398.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[OutsiderZz's solution](#)

399.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

400.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OutsiderZz's solution](#)

401.

1741D

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

Quality: 18,342 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[OutsiderZz's solution](#)

402.

1736C1

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

Quality: 16,531 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[OutsiderZz's solution](#)

403.

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

[OutsiderZz's solution](#)

404.

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[OutsiderZz's solution](#)

405.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[OutsiderZz's solution](#)

406.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

407.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[OutsiderZz's solution](#)

408.

2156C

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

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[OutsiderZz's solution](#)

409.

2127C

[Trip Shopping](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

410.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[OutsiderZz's solution](#)

411.

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[OutsiderZz's solution](#)

412.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[OutsiderZz's solution](#)

413.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[OutsiderZz's solution](#)

414.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[OutsiderZz's solution](#)

415.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[OutsiderZz's solution](#)

416.

2028B

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

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

[OutsiderZz's solution](#)

417.

2035C

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

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

[OutsiderZz's solution](#)

418.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

419.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[OutsiderZz's solution](#)

420.

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[OutsiderZz's solution](#)

421.

1989C

[Two Movies](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

422.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[OutsiderZz's solution](#)

423.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

424.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

425.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

426.

1932C

[LR-remainders](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

427.

1929C

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

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

[OutsiderZz's solution](#)

428.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,670 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[OutsiderZz's solution](#)

429.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[OutsiderZz's solution](#)

430.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[OutsiderZz's solution](#)

431.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[OutsiderZz's solution](#)

432.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[OutsiderZz's solution](#)

433.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[OutsiderZz's solution](#)

434.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[OutsiderZz's solution](#)

435.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

436.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,567 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[OutsiderZz's solution](#)

437.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[OutsiderZz's solution](#)

438.

1844D

[Row Major](#) · [Tutorial](#)

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

439.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[OutsiderZz's solution](#)

440.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[OutsiderZz's solution](#)

441.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[OutsiderZz's solution](#)

442.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,978 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[OutsiderZz's solution](#)

443.

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[OutsiderZz's solution](#)

444.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[OutsiderZz's solution](#)

445.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,272 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[OutsiderZz's solution](#)

446.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[OutsiderZz's solution](#)

447.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[OutsiderZz's solution](#)

448.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[OutsiderZz's solution](#)

449.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[OutsiderZz's solution](#)

450.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[OutsiderZz's solution](#)

451.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

452.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[OutsiderZz's solution](#)

453.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[OutsiderZz's solution](#)

454.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[OutsiderZz's solution](#)

455.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[OutsiderZz's solution](#)

456.

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[OutsiderZz's solution](#)

457.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[OutsiderZz's solution](#)

458.

2116C

[Gellyfish and Flaming Peony · Tutorial](#)

Rating: 1500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[OutsiderZz's solution](#)

459.

2075C

[Two Colors · Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[OutsiderZz's solution](#)

460.

2077A

[Breach of Faith · Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[OutsiderZz's solution](#)

461.

2070C

[Limited Repainting · Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[OutsiderZz's solution](#)

462.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks? · Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[OutsiderZz's solution](#)

463.

2069C

[Beautiful Sequence · Tutorial](#)

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[OutsiderZz's solution](#)

464.

2057C

[Trip to the Olympiad · Tutorial](#)

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

[OutsiderZz's solution](#)

465.

2049C

[MEX Cycle · Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[OutsiderZz's solution](#)

466.

2026C

[Action Figures · Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

constructive algorithms, data structures, greedy, implementation

[OutsiderZz's solution](#)

467.

2008E

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

Quality: 13,227 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[OutsiderZz's solution](#)

468.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[OutsiderZz's solution](#)

469.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[OutsiderZz's solution](#)

470.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[OutsiderZz's solution](#)

471.

1933E

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

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

[OutsiderZz's solution](#)

472.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OutsiderZz's solution](#)

473.

1891C

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

Quality: 20,361 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[OutsiderZz's solution](#)

474.

1877D

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

Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[OutsiderZz's solution](#)

475.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · last AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[OutsiderZz's solution](#)

476.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,382 global accepts · Rating: 1500 · first AC: 2023-09-07 · last AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

bitmasks, data structures, dp

[OutsiderZz's solution](#)

477.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-05 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[OutsiderZz's solution](#)

478.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[OutsiderZz's solution](#)

479.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[OutsiderZz's solution](#)

480.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,761 global accepts · Rating: 1500 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[OutsiderZz's solution](#)

481.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[OutsiderZz's solution](#)

482.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

483.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[OutsiderZz's solution](#)

484.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, two pointers

[OutsiderZz's solution](#)

485.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

486.

1760F

[Quests](#) · [Tutorial](#)

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

487.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-19 · last AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[OutsiderZz's solution](#)

488.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[OutsiderZz's solution](#)

489.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[OutsiderZz's solution](#)

490.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[OutsiderZz's solution](#)

491.

1754C2

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

Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[OutsiderZz's solution](#)

492.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[OutsiderZz's solution](#)

493.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[OutsiderZz's solution](#)

494.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[OutsiderZz's solution](#)

495.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[OutsiderZz's solution](#)

496.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

497.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[OutsiderZz's solution](#)

498.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

499.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[OutsiderZz's solution](#)

500.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,962 global accepts · Rating: 1600 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[OutsiderZz's solution](#)

501.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[OutsiderZz's solution](#)

502.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, math

[OutsiderZz's solution](#)

503.

2063C

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

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

[OutsiderZz's solution](#)

504.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[OutsiderZz's solution](#)

505.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[OutsiderZz's solution](#)

506.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, greedy, sortings

[OutsiderZz's solution](#)

507.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[OutsiderZz's solution](#)

508.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[OutsiderZz's solution](#)

509.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[OutsiderZz's solution](#)

510.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,623 global accepts · Rating: 1600 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[OutsiderZz's solution](#)

511.

2028C

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

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

[OutsiderZz's solution](#)

512.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[OutsiderZz's solution](#)

513.

1996E

[Decode](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

514.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

515.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[OutsiderZz's solution](#)

516.

1932E

[Final Countdown](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

517.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[OutsiderZz's solution](#)

518.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[OutsiderZz's solution](#)

519.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,335 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[OutsiderZz's solution](#)

520.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[OutsiderZz's solution](#)

521.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-09-14 · last AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[OutsiderZz's solution](#)

522.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

523.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-06-03 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[OutsiderZz's solution](#)

524.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[OutsiderZz's solution](#)

525.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[OutsiderZz's solution](#)

526.

1822E

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

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[OutsiderZz's solution](#)

527.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

528.

1806C

[Sequence Master](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

529.

1795D

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

Quality: 13,076 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[OutsiderZz's solution](#)

530.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[OutsiderZz's solution](#)

531.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)

532.

1782C

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

Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[OutsiderZz's solution](#)

533.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[OutsiderZz's solution](#)

534.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[OutsiderZz's solution](#)

535.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[OutsiderZz's solution](#)

536.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[OutsiderZz's solution](#)

537.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[OutsiderZz's solution](#)

538.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[OutsiderZz's solution](#)

539.

1754D

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

Rating: 1600 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[OutsiderZz's solution](#)

540.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-09-11 · last AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[OutsiderZz's solution](#)

541.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OutsiderZz's solution](#)

542.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,298 global accepts · Rating: 1600 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)

543.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

544.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[OutsiderZz's solution](#)

545.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[OutsiderZz's solution](#)

546.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[OutsiderZz's solution](#)

547.

2112D

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

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

[OutsiderZz's solution](#)

548.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[OutsiderZz's solution](#)

549.

2113C

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

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

[OutsiderZz's solution](#)

550.

2118D1

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

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[OutsiderZz's solution](#)

551.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[OutsiderZz's solution](#)

552.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[OutsiderZz's solution](#)

553.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[OutsiderZz's solution](#)

554.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[OutsiderZz's solution](#)

555.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[OutsiderZz's solution](#)

556.

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[OutsiderZz's solution](#)

557.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[OutsiderZz's solution](#)

558.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[OutsiderZz's solution](#)

559.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[OutsiderZz's solution](#)

560.

1982D

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

Quality: 9,771 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

[OutsiderZz's solution](#)

561.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[OutsiderZz's solution](#)

562.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[OutsiderZz's solution](#)

563.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[OutsiderZz's solution](#)

564.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[OutsiderZz's solution](#)

565.

1937C

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

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

[OutsiderZz's solution](#)

566.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[OutsiderZz's solution](#)

567.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

568.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[OutsiderZz's solution](#)

569.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[OutsiderZz's solution](#)

570.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,497 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[OutsiderZz's solution](#)

571.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[OutsiderZz's solution](#)

572.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[OutsiderZz's solution](#)

573.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2022-11-10 · last AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[OutsiderZz's solution](#)

574.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[OutsiderZz's solution](#)

575.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[OutsiderZz's solution](#)

576.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-14 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[OutsiderZz's solution](#)

577.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,145 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[OutsiderZz's solution](#)

578.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[OutsiderZz's solution](#)

579.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[OutsiderZz's solution](#)

580.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2022-11-23 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[OutsiderZz's solution](#)

581.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[OutsiderZz's solution](#)

582.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[OutsiderZz's solution](#)

583.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[OutsiderZz's solution](#)

584.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[OutsiderZz's solution](#)

585.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[OutsiderZz's solution](#)

586.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[OutsiderZz's solution](#)

587.

1731D

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

Quality: 8,503 global accepts · Rating: 1700 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[OutsiderZz's solution](#)

588.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[OutsiderZz's solution](#)

589.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[OutsiderZz's solution](#)

590.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[OutsiderZz's solution](#)

591.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[OutsiderZz's solution](#)

592.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[OutsiderZz's solution](#)

593.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[OutsiderZz's solution](#)

594.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[OutsiderZz's solution](#)

595.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[OutsiderZz's solution](#)

596.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[OutsiderZz's solution](#)

597.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

598.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[OutsiderZz's solution](#)

599.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[OutsiderZz's solution](#)

600.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[OutsiderZz's solution](#)

601.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1700 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math

[OutsiderZz's solution](#)

602.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[OutsiderZz's solution](#)

603.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[OutsiderZz's solution](#)

604.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[OutsiderZz's solution](#)

605.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[OutsiderZz's solution](#)

606.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[OutsiderZz's solution](#)

607.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[OutsiderZz's solution](#)

608.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[OutsiderZz's solution](#)

609.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[OutsiderZz's solution](#)

610.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[OutsiderZz's solution](#)

611.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[OutsiderZz's solution](#)

612.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[OutsiderZz's solution](#)

613.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[OutsiderZz's solution](#)

614.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[OutsiderZz's solution](#)

615.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[OutsiderZz's solution](#)

616.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[OutsiderZz's solution](#)

617.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[OutsiderZz's solution](#)

618.

2211C2

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

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[OutsiderZz's solution](#)

619.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[OutsiderZz's solution](#)

620.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[OutsiderZz's solution](#)

621.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[OutsiderZz's solution](#)

622.

2145D

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

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[OutsiderZz's solution](#)

623.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[OutsiderZz's solution](#)

624.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[OutsiderZz's solution](#)

625.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[OutsiderZz's solution](#)

626.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[OutsiderZz's solution](#)

627.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[OutsiderZz's solution](#)

628.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[OutsiderZz's solution](#)

629.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[OutsiderZz's solution](#)

630.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

631.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[OutsiderZz's solution](#)

632.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[OutsiderZz's solution](#)

633.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[OutsiderZz's solution](#)

634.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

635.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[OutsiderZz's solution](#)

636.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[OutsiderZz's solution](#)

637.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[OutsiderZz's solution](#)

638.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[OutsiderZz's solution](#)

639.

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

[OutsiderZz's solution](#)

640.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[OutsiderZz's solution](#)

641.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[OutsiderZz's solution](#)

642.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[OutsiderZz's solution](#)

643.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[OutsiderZz's solution](#)

644.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[OutsiderZz's solution](#)

645.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[OutsiderZz's solution](#)

646.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[OutsiderZz's solution](#)

647.

1941F

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

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[OutsiderZz's solution](#)

648.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[OutsiderZz's solution](#)

649.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[OutsiderZz's solution](#)

650.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[OutsiderZz's solution](#)

651.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[OutsiderZz's solution](#)

652.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[OutsiderZz's solution](#)

653.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[OutsiderZz's solution](#)

654.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[OutsiderZz's solution](#)

655.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[OutsiderZz's solution](#)

656.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[OutsiderZz's solution](#)

657.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[OutsiderZz's solution](#)

658.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[OutsiderZz's solution](#)

659.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

660.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[OutsiderZz's solution](#)

661.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[OutsiderZz's solution](#)

662.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[OutsiderZz's solution](#)

663.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[OutsiderZz's solution](#)

664.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[OutsiderZz's solution](#)

665.

1477A

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Quality: 6,526 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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666.

1856E1

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Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

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667.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

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668.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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669.

1705D

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

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670.

1648B

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Quality: 7,261 global accepts · Rating: 1800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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671.

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, trees

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672.

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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673.

1304D

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674.

1758D

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Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

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675.

1552D

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676.

1491D

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Quality: 8,286 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[OutsiderZz's solution](#)

677.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[OutsiderZz's solution](#)

678.

1851F

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Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[OutsiderZz's solution](#)

679.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, ternary search

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680.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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681.

1426E

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Quality: 8,138 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[OutsiderZz's solution](#)

682.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

greedy, math, sortings, two pointers

[OutsiderZz's solution](#)

683.

1852A

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Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[OutsiderZz's solution](#)

684.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[OutsiderZz's solution](#)

685.

1244D

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Quality: 8,301 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[OutsiderZz's solution](#)

686.

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[OutsiderZz's solution](#)

687.

1367D

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Quality: 8,815 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[OutsiderZz's solution](#)

688.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[OutsiderZz's solution](#)

689.

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[OutsiderZz's solution](#)

690.

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[OutsiderZz's solution](#)

691.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 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

[OutsiderZz's solution](#)

692.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[OutsiderZz's solution](#)

693.

1841C

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Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-15 · last AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[OutsiderZz's solution](#)

694.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 1800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[OutsiderZz's solution](#)

695.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

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696.

1805D

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Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[OutsiderZz's solution](#)

697.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-24 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

698.

1793D

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

[OutsiderZz's solution](#)

699.

1782D

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

Rating: 1800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[OutsiderZz's solution](#)

700.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[OutsiderZz's solution](#)

701.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[OutsiderZz's solution](#)

702.

220B

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

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[OutsiderZz's solution](#)

703.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[OutsiderZz's solution](#)

704.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[OutsiderZz's solution](#)

705.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OutsiderZz's solution](#)

706.

1396B

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Quality: 12,943 global accepts · Rating: 1800 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[OutsiderZz's solution](#)

707.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2022-11-07 · last AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[OutsiderZz's solution](#)

708.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[OutsiderZz's solution](#)

709.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[OutsiderZz's solution](#)

710.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[OutsiderZz's solution](#)

711.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[OutsiderZz's solution](#)

712.

300C

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

Quality: 11,760 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[OutsiderZz's solution](#)

713.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

714.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)

715.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[OutsiderZz's solution](#)

716.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[OutsiderZz's solution](#)

717.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[OutsiderZz's solution](#)

718.

1728D

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Quality: 8,244 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[OutsiderZz's solution](#)

719.

721C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

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720.

2211D

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Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[OutsiderZz's solution](#)

721.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[OutsiderZz's solution](#)

722.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[OutsiderZz's solution](#)

723.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[OutsiderZz's solution](#)

724.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[OutsiderZz's solution](#)

725.

2128E1

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

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[OutsiderZz's solution](#)

726.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[OutsiderZz's solution](#)

727.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[OutsiderZz's solution](#)

728.

2094H

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

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[OutsiderZz's solution](#)

729.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[OutsiderZz's solution](#)

730.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[OutsiderZz's solution](#)

731.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, implementation, interactive, math

[OutsiderZz's solution](#)

732.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[OutsiderZz's solution](#)

733.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[OutsiderZz's solution](#)

734.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[OutsiderZz's solution](#)

735.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[OutsiderZz's solution](#)

736.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[OutsiderZz's solution](#)

737.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[OutsiderZz's solution](#)

738.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[OutsiderZz's solution](#)

739.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[OutsiderZz's solution](#)

740.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[OutsiderZz's solution](#)

741.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[OutsiderZz's solution](#)

742.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[OutsiderZz's solution](#)

743.

2014H

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

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[OutsiderZz's solution](#)

744.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[OutsiderZz's solution](#)

745.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[OutsiderZz's solution](#)

746.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[OutsiderZz's solution](#)

747.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[OutsiderZz's solution](#)

748.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[OutsiderZz's solution](#)

749.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[OutsiderZz's solution](#)

750.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[OutsiderZz's solution](#)

751.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[OutsiderZz's solution](#)

752.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[OutsiderZz's solution](#)

753.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[OutsiderZz's solution](#)

754.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[OutsiderZz's solution](#)

755.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[OutsiderZz's solution](#)

756.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[OutsiderZz's solution](#)

757.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[OutsiderZz's solution](#)

758.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[OutsiderZz's solution](#)

759.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[OutsiderZz's solution](#)

760.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[OutsiderZz's solution](#)

761.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[OutsiderZz's solution](#)

762.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[OutsiderZz's solution](#)

763.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OutsiderZz's solution](#)

764.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[OutsiderZz's solution](#)

765.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[OutsiderZz's solution](#)

766.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[OutsiderZz's solution](#)

767.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[OutsiderZz's solution](#)

768.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[OutsiderZz's solution](#)

769.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[OutsiderZz's solution](#)

770.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[OutsiderZz's solution](#)

771.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[OutsiderZz's solution](#)

772.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[OutsiderZz's solution](#)

773.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[OutsiderZz's solution](#)

774.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[OutsiderZz's solution](#)

775.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[OutsiderZz's solution](#)

776.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[OutsiderZz's solution](#)

777.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2023-08-15 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[OutsiderZz's solution](#)

778.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[OutsiderZz's solution](#)

779.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[OutsiderZz's solution](#)

780.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[OutsiderZz's solution](#)

781.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[OutsiderZz's solution](#)

782.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[OutsiderZz's solution](#)

783.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[OutsiderZz's solution](#)

784.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

785.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[OutsiderZz's solution](#)

786.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[OutsiderZz's solution](#)

787.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

788.

459C

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

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[OutsiderZz's solution](#)

789.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

790.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[OutsiderZz's solution](#)

791.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[OutsiderZz's solution](#)

792.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[OutsiderZz's solution](#)

793.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

794.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[OutsiderZz's solution](#)

795.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[OutsiderZz's solution](#)

796.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[OutsiderZz's solution](#)

797.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[OutsiderZz's solution](#)

798.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[OutsiderZz's solution](#)

799.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[OutsiderZz's solution](#)

800.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-16 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[OutsiderZz's solution](#)

801.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-05 · last AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

802.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[OutsiderZz's solution](#)

803.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[OutsiderZz's solution](#)

804.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[OutsiderZz's solution](#)

805.

1823D

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

Quality: 4,313 global accepts · Rating: 1900 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[OutsiderZz's solution](#)

806.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[OutsiderZz's solution](#)

807.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[OutsiderZz's solution](#)

808.

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2022-09-26 · last AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[OutsiderZz's solution](#)

809.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[OutsiderZz's solution](#)

810.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[OutsiderZz's solution](#)

811.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[OutsiderZz's solution](#)

812.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[OutsiderZz's solution](#)

813.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[OutsiderZz's solution](#)

814.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[OutsiderZz's solution](#)

815.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[OutsiderZz's solution](#)

816.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[OutsiderZz's solution](#)

817.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[OutsiderZz's solution](#)

818.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[OutsiderZz's solution](#)

819.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[OutsiderZz's solution](#)

820.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[OutsiderZz's solution](#)

821.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[OutsiderZz's solution](#)

822.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[OutsiderZz's solution](#)

823.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[OutsiderZz's solution](#)

824.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[OutsiderZz's solution](#)

825.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[OutsiderZz's solution](#)

826.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[OutsiderZz's solution](#)

827.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[OutsiderZz's solution](#)

828.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[OutsiderZz's solution](#)

829.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[OutsiderZz's solution](#)

830.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[OutsiderZz's solution](#)

831.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[OutsiderZz's solution](#)

832.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[OutsiderZz's solution](#)

833.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[OutsiderZz's solution](#)

834.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[OutsiderZz's solution](#)

835.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[OutsiderZz's solution](#)

836.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[OutsiderZz's solution](#)

837.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[OutsiderZz's solution](#)

838.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[OutsiderZz's solution](#)

839.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[OutsiderZz's solution](#)

840.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[OutsiderZz's solution](#)

841.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[OutsiderZz's solution](#)

842.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[OutsiderZz's solution](#)

843.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[OutsiderZz's solution](#)

844.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[OutsiderZz's solution](#)

845.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[OutsiderZz's solution](#)

846.

2057D

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Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[OutsiderZz's solution](#)

847.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

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848.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

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849.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[OutsiderZz's solution](#)

850.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[OutsiderZz's solution](#)

851.

2037G

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Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[OutsiderZz's solution](#)

852.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[OutsiderZz's solution](#)

853.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[OutsiderZz's solution](#)

854.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[OutsiderZz's solution](#)

855.

1716D

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Quality: 6,137 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[OutsiderZz's solution](#)

856.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[OutsiderZz's solution](#)

857.

432D

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

Quality: 11,993 global accepts · Rating: 2000 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[OutsiderZz's solution](#)

858.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[OutsiderZz's solution](#)

859.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

860.

1951D

[Buying Jewels](#) · [Tutorial](#)

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

861.

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
[OutsiderZz's solution](#)

862.

1941G

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

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

863.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[OutsiderZz's solution](#)

864.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[OutsiderZz's solution](#)

865.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
[OutsiderZz's solution](#)

866.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp
[OutsiderZz's solution](#)

867.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[OutsiderZz's solution](#)

868.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[OutsiderZz's solution](#)

869.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
[OutsiderZz's solution](#)

870.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[OutsiderZz's solution](#)

871.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[OutsiderZz's solution](#)

872.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 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

[OutsiderZz's solution](#)

873.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

874.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

875.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[OutsiderZz's solution](#)

876.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[OutsiderZz's solution](#)

877.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[OutsiderZz's solution](#)

878.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[OutsiderZz's solution](#)

879.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OutsiderZz's solution](#)

880.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[OutsiderZz's solution](#)

881.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[OutsiderZz's solution](#)

882.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[OutsiderZz's solution](#)

883.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-16 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[OutsiderZz's solution](#)

884.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[OutsiderZz's solution](#)

885.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[OutsiderZz's solution](#)

886.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[OutsiderZz's solution](#)

887.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[OutsiderZz's solution](#)

888.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[OutsiderZz's solution](#)

889.

296B

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

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp

[OutsiderZz's solution](#)

890.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[OutsiderZz's solution](#)

891.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[OutsiderZz's solution](#)

892.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[OutsiderZz's solution](#)

893.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[OutsiderZz's solution](#)

894.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[OutsiderZz's solution](#)

895.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[OutsiderZz's solution](#)

896.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-12 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[OutsiderZz's solution](#)

897.

1754E

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

Rating: 2000 · first AC: 2022-10-24 · last AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[OutsiderZz's solution](#)

898.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[OutsiderZz's solution](#)

899.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[OutsiderZz's solution](#)

900.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-22 · last AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[OutsiderZz's solution](#)

901.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[OutsiderZz's solution](#)

902.

2145E

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Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[OutsiderZz's solution](#)

903.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities
[OutsiderZz's solution](#)

904.

2150C

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Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[OutsiderZz's solution](#)

905.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation
[OutsiderZz's solution](#)

906.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-09-04 · last AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths
[OutsiderZz's solution](#)

907.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[OutsiderZz's solution](#)

908.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[OutsiderZz's solution](#)

909.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[OutsiderZz's solution](#)

910.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[OutsiderZz's solution](#)

911.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[OutsiderZz's solution](#)

912.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[OutsiderZz's solution](#)

913.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[OutsiderZz's solution](#)

914.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[OutsiderZz's solution](#)

915.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[OutsiderZz's solution](#)

916.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[OutsiderZz's solution](#)

917.

2044H

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

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

[OutsiderZz's solution](#)

918.

2040E

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

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[OutsiderZz's solution](#)

919.

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[OutsiderZz's solution](#)

920.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[OutsiderZz's solution](#)

921.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[OutsiderZz's solution](#)

922.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[OutsiderZz's solution](#)

923.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[OutsiderZz's solution](#)

924.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[OutsiderZz's solution](#)

925.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[OutsiderZz's solution](#)

926.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[OutsiderZz's solution](#)

927.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[OutsiderZz's solution](#)

928.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[OutsiderZz's solution](#)

929.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[OutsiderZz's solution](#)

930.

1933F

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

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[OutsiderZz's solution](#)

931.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[OutsiderZz's solution](#)

932.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[OutsiderZz's solution](#)

933.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[OutsiderZz's solution](#)

934.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[OutsiderZz's solution](#)

935.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-01-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[OutsiderZz's solution](#)

936.

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[OutsiderZz's solution](#)

937.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[OutsiderZz's solution](#)

938.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[OutsiderZz's solution](#)

939.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[OutsiderZz's solution](#)

940.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[OutsiderZz's solution](#)

941.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[OutsiderZz's solution](#)

942.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[OutsiderZz's solution](#)

943.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[OutsiderZz's solution](#)

944.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

945.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 2100 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[OutsiderZz's solution](#)

946.

1778D

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

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-03 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[OutsiderZz's solution](#)

947.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[OutsiderZz's solution](#)

948.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[OutsiderZz's solution](#)

949.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[OutsiderZz's solution](#)

950.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[OutsiderZz's solution](#)

951.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[OutsiderZz's solution](#)

952.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[OutsiderZz's solution](#)

953.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-27 · last AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[OutsiderZz's solution](#)

954.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[OutsiderZz's solution](#)

955.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[OutsiderZz's solution](#)

956.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[OutsiderZz's solution](#)

957.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[OutsiderZz's solution](#)

958.

1771D

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

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

[OutsiderZz's solution](#)

959.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[OutsiderZz's solution](#)

960.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[OutsiderZz's solution](#)

961.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[OutsiderZz's solution](#)

962.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[OutsiderZz's solution](#)

963.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[OutsiderZz's solution](#)

964.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[OutsiderZz's solution](#)

965.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[OutsiderZz's solution](#)

966.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[OutsiderZz's solution](#)

967.

2126G1

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

Quality: 2,483 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[OutsiderZz's solution](#)

968.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[OutsiderZz's solution](#)

969.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[OutsiderZz's solution](#)

970.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[OutsiderZz's solution](#)

971.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[OutsiderZz's solution](#)

972.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[OutsiderZz's solution](#)

973.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[OutsiderZz's solution](#)

974.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search

[OutsiderZz's solution](#)

975.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry

[OutsiderZz's solution](#)

976.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[OutsiderZz's solution](#)

977.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[OutsiderZz's solution](#)

978.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[OutsiderZz's solution](#)

979.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[OutsiderZz's solution](#)

980.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[OutsiderZz's solution](#)

981.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[OutsiderZz's solution](#)

982.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[OutsiderZz's solution](#)

983.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[OutsiderZz's solution](#)

984.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[OutsiderZz's solution](#)

985.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[OutsiderZz's solution](#)

986.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[OutsiderZz's solution](#)

987.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[OutsiderZz's solution](#)

988.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-29 · last AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[OutsiderZz's solution](#)

989.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[OutsiderZz's solution](#)

990.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[OutsiderZz's solution](#)

991.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[OutsiderZz's solution](#)

992.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[OutsiderZz's solution](#)

993.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[OutsiderZz's solution](#)

994.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[OutsiderZz's solution](#)

995.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[OutsiderZz's solution](#)

996.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[OutsiderZz's solution](#)

997.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[OutsiderZz's solution](#)

998.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[OutsiderZz's solution](#)

999.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[OutsiderZz's solution](#)

1000.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

1001.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[OutsiderZz's solution](#)

1002.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[OutsiderZz's solution](#)

1003.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[OutsiderZz's solution](#)

1004.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[OutsiderZz's solution](#)

1005.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math

[OutsiderZz's solution](#)

1006.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[OutsiderZz's solution](#)

1007.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number

theory

[OutsiderZz's solution](#)

1008.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[OutsiderZz's solution](#)

1009.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[OutsiderZz's solution](#)

1010.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[OutsiderZz's solution](#)

1011.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[OutsiderZz's solution](#)

1012.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[OutsiderZz's solution](#)

1013.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[OutsiderZz's solution](#)

1014.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[OutsiderZz's solution](#)

1015.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[OutsiderZz's solution](#)

1016.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[OutsiderZz's solution](#)

1017.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[OutsiderZz's solution](#)

1018.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[OutsiderZz's solution](#)

1019.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[OutsiderZz's solution](#)

1020.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[OutsiderZz's solution](#)

1021.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[OutsiderZz's solution](#)

1022.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[OutsiderZz's solution](#)

1023.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[OutsiderZz's solution](#)

1024.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[OutsiderZz's solution](#)

1025.

1789D

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

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[OutsiderZz's solution](#)

1026.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[OutsiderZz's solution](#)

1027.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-08 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[OutsiderZz's solution](#)**1028.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-05 · last AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[OutsiderZz's solution](#)**1029.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[OutsiderZz's solution](#)**1030.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[OutsiderZz's solution](#)**1031.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[OutsiderZz's solution](#)**1032.**

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[OutsiderZz's solution](#)**1033.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[OutsiderZz's solution](#)**1034.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[OutsiderZz's solution](#)**1035.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[OutsiderZz's solution](#)**1036.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[OutsiderZz's solution](#)

1037.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[OutsiderZz's solution](#)

1038.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[OutsiderZz's solution](#)

1039.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[OutsiderZz's solution](#)

1040.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[OutsiderZz's solution](#)

1041.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[OutsiderZz's solution](#)

1042.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[OutsiderZz's solution](#)

1043.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[OutsiderZz's solution](#)

1044.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[OutsiderZz's solution](#)

1045.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[OutsiderZz's solution](#)

1046.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs,

implementation

[OutsiderZz's solution](#)

1047.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[OutsiderZz's solution](#)

1048.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[OutsiderZz's solution](#)

1049.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings

[OutsiderZz's solution](#)

1050.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[OutsiderZz's solution](#)

1051.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[OutsiderZz's solution](#)

1052.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[OutsiderZz's solution](#)

1053.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[OutsiderZz's solution](#)

1054.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[OutsiderZz's solution](#)

1055.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[OutsiderZz's solution](#)

1056.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[OutsiderZz's solution](#)

1057.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[OutsiderZz's solution](#)

1058.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[OutsiderZz's solution](#)

1059.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[OutsiderZz's solution](#)

1060.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[OutsiderZz's solution](#)

1061.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[OutsiderZz's solution](#)

1062.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[OutsiderZz's solution](#)

1063.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-04-02 · last AC: 2024-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[OutsiderZz's solution](#)

1064.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[OutsiderZz's solution](#)

1065.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[OutsiderZz's solution](#)

1066.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[OutsiderZz's solution](#)

1067.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-08 · last AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[OutsiderZz's solution](#)

1068.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[OutsiderZz's solution](#)

1069.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[OutsiderZz's solution](#)

1070.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[OutsiderZz's solution](#)

1071.

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

[OutsiderZz's solution](#)

1072.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[OutsiderZz's solution](#)

1073.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

1074.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[OutsiderZz's solution](#)

1075.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[OutsiderZz's solution](#)

1076.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2300 · first AC: 2023-03-12 · last AC: 2024-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[OutsiderZz's solution](#)

1077.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[OutsiderZz's solution](#)

1078.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[OutsiderZz's solution](#)

1079.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[OutsiderZz's solution](#)

1080.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[OutsiderZz's solution](#)

1081.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[OutsiderZz's solution](#)

1082.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[OutsiderZz's solution](#)

1083.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[OutsiderZz's solution](#)

1084.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[OutsiderZz's solution](#)

1085.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[OutsiderZz's solution](#)

1086.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[OutsiderZz's solution](#)

1087.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[OutsiderZz's solution](#)

1088.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[OutsiderZz's solution](#)

1089.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[OutsiderZz's solution](#)

1090.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2022-09-06 · last AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[OutsiderZz's solution](#)

1091.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2023-06-29 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[OutsiderZz's solution](#)

1092.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[OutsiderZz's solution](#)

1093.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-07-02 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

1094.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[OutsiderZz's solution](#)

1095.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[OutsiderZz's solution](#)

1096.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[OutsiderZz's solution](#)

1097.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-21 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[OutsiderZz's solution](#)

1098.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-09 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[OutsiderZz's solution](#)

1099.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[OutsiderZz's solution](#)

1100.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[OutsiderZz's solution](#)

1101.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[OutsiderZz's solution](#)

1102.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[OutsiderZz's solution](#)

1103.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[OutsiderZz's solution](#)

1104.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[OutsiderZz's solution](#)

1105.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[OutsiderZz's solution](#)

1106.

1782E

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

Rating: 2300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[OutsiderZz's solution](#)

1107.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,443 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[OutsiderZz's solution](#)

1108.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[OutsiderZz's solution](#)

1109.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[OutsiderZz's solution](#)

1110.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[OutsiderZz's solution](#)

1111.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[OutsiderZz's solution](#)

1112.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[OutsiderZz's solution](#)

1113.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[OutsiderZz's solution](#)

1114.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[OutsiderZz's solution](#)

1115.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[OutsiderZz's solution](#)

1116.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OutsiderZz's solution](#)

1117.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[OutsiderZz's solution](#)

1118.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[OutsiderZz's solution](#)

1119.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[OutsiderZz's solution](#)

1120.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs

[OutsiderZz's solution](#)

1121.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,840 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2025-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[OutsiderZz's solution](#)

1122.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[OutsiderZz's solution](#)

1123.

2126G2

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

Quality: 1,164 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[OutsiderZz's solution](#)

1124.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[OutsiderZz's solution](#)

1125.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[OutsiderZz's solution](#)

1126.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[OutsiderZz's solution](#)

1127.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[OutsiderZz's solution](#)

1128.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

1129.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[OutsiderZz's solution](#)

1130.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[OutsiderZz's solution](#)

1131.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[OutsiderZz's solution](#)

1132.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[OutsiderZz's solution](#)

1133.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[OutsiderZz's solution](#)

1134.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[OutsiderZz's solution](#)

1135.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[OutsiderZz's solution](#)

1136.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[OutsiderZz's solution](#)

1137.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[OutsiderZz's solution](#)

1138.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[OutsiderZz's solution](#)

1139.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[OutsiderZz's solution](#)

1140.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
[OutsiderZz's solution](#)

1141.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[OutsiderZz's solution](#)

1142.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[OutsiderZz's solution](#)

1143.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[OutsiderZz's solution](#)

1144.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory
[OutsiderZz's solution](#)

1145.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[OutsiderZz's solution](#)

1146.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[OutsiderZz's solution](#)

1147.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, shortest paths

[OutsiderZz's solution](#)

1148.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[OutsiderZz's solution](#)

1149.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[OutsiderZz's solution](#)

1150.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[OutsiderZz's solution](#)

1151.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[OutsiderZz's solution](#)

1152.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[OutsiderZz's solution](#)

1153.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[OutsiderZz's solution](#)

1154.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[OutsiderZz's solution](#)

1155.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[OutsiderZz's solution](#)

1156.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[OutsiderZz's solution](#)

1157.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[OutsiderZz's solution](#)

1158.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[OutsiderZz's solution](#)

1159.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[OutsiderZz's solution](#)

1160.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-10-11 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[OutsiderZz's solution](#)

1161.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2023-10-04 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[OutsiderZz's solution](#)

1162.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[OutsiderZz's solution](#)

1163.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory

[OutsiderZz's solution](#)

1164.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[OutsiderZz's solution](#)

1165.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[OutsiderZz's solution](#)

1166.

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[OutsiderZz's solution](#)

1167.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[OutsiderZz's solution](#)

1168.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[OutsiderZz's solution](#)

1169.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[OutsiderZz's solution](#)

1170.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2023-09-16 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[OutsiderZz's solution](#)

1171.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[OutsiderZz's solution](#)

1172.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[OutsiderZz's solution](#)

1173.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[OutsiderZz's solution](#)

1174.

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

1175.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[OutsiderZz's solution](#)

1176.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[OutsiderZz's solution](#)

1177.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[OutsiderZz's solution](#)

1178.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[OutsiderZz's solution](#)

1179.

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[OutsiderZz's solution](#)

1180.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[OutsiderZz's solution](#)

1181.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[OutsiderZz's solution](#)

1182.

1820E

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, trees

[OutsiderZz's solution](#)

1183.

1831E

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

Rating: 2400 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[OutsiderZz's solution](#)

1184.

1830C

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

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[OutsiderZz's solution](#)

1185.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[OutsiderZz's solution](#)

1186.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[OutsiderZz's solution](#)

1187.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[OutsiderZz's solution](#)

1188.

1828D2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[OutsiderZz's solution](#)

1189.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[OutsiderZz's solution](#)

1190.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[OutsiderZz's solution](#)

1191.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[OutsiderZz's solution](#)

1192.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[OutsiderZz's solution](#)

1193.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[OutsiderZz's solution](#)

1194.

1780E

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

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[OutsiderZz's solution](#)

1195.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-22 · last AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[OutsiderZz's solution](#)

1196.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[OutsiderZz's solution](#)

1197.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[OutsiderZz's solution](#)

1198.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[OutsiderZz's solution](#)

1199.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[OutsiderZz's solution](#)

1200.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[OutsiderZz's solution](#)

1201.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[OutsiderZz's solution](#)

1202.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[OutsiderZz's solution](#)

1203.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

1204.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[OutsiderZz's solution](#)

1205.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[OutsiderZz's solution](#)

1206.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[OutsiderZz's solution](#)

1207.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[OutsiderZz's solution](#)

1208.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[OutsiderZz's solution](#)

1209.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[OutsiderZz's solution](#)

1210.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[OutsiderZz's solution](#)

1211.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[OutsiderZz's solution](#)

1212.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[OutsiderZz's solution](#)

1213.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[OutsiderZz's solution](#)

1214.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[OutsiderZz's solution](#)

1215.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[OutsiderZz's solution](#)

1216.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[OutsiderZz's solution](#)

1217.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-19 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[OutsiderZz's solution](#)

1218.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[OutsiderZz's solution](#)

1219.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[OutsiderZz's solution](#)

1220.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[OutsiderZz's solution](#)

1221.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[OutsiderZz's solution](#)

1222.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[OutsiderZz's solution](#)

1223.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, graphs, trees

[OutsiderZz's solution](#)

1224.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[OutsiderZz's solution](#)

1225.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[OutsiderZz's solution](#)

1226.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[OutsiderZz's solution](#)

1227.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[OutsiderZz's solution](#)

1228.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[OutsiderZz's solution](#)

1229.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-08 · last AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[OutsiderZz's solution](#)

1230.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[OutsiderZz's solution](#)

1231.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry

[OutsiderZz's solution](#)

1232.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[OutsiderZz's solution](#)

1233.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[OutsiderZz's solution](#)

1234.

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games,

greedy, implementation
[OutsiderZz's solution](#)

1235.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[OutsiderZz's solution](#)

1236.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[OutsiderZz's solution](#)

1237.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[OutsiderZz's solution](#)

1238.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[OutsiderZz's solution](#)

1239.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[OutsiderZz's solution](#)

1240.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[OutsiderZz's solution](#)

1241.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[OutsiderZz's solution](#)

1242.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[OutsiderZz's solution](#)

1243.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[OutsiderZz's solution](#)

1244.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[OutsiderZz's solution](#)

1245.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[OutsiderZz's solution](#)

1246.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[OutsiderZz's solution](#)

1247.

1877F

[Lexichromatography](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu

[OutsiderZz's solution](#)

1248.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[OutsiderZz's solution](#)

1249.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[OutsiderZz's solution](#)

1250.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[OutsiderZz's solution](#)

1251.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[OutsiderZz's solution](#)

1252.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[OutsiderZz's solution](#)

1253.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[OutsiderZz's solution](#)

1254.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[OutsiderZz's solution](#)

1255.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities

[OutsiderZz's solution](#)

1256.

1855E

[Expected Destruction](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[OutsiderZz's solution](#)

1257.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[OutsiderZz's solution](#)

1258.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[OutsiderZz's solution](#)

1259.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[OutsiderZz's solution](#)

1260.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-11-23 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[OutsiderZz's solution](#)

1261.

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

[OutsiderZz's solution](#)

1262.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[OutsiderZz's solution](#)

1263.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

1264.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[OutsiderZz's solution](#)

1265.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[OutsiderZz's solution](#)

1266.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[OutsiderZz's solution](#)

1267.

1825E

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, dsu, greedy, trees

[OutsiderZz's solution](#)

1268.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[OutsiderZz's solution](#)

1269.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[OutsiderZz's solution](#)

1270.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[OutsiderZz's solution](#)

1271.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[OutsiderZz's solution](#)

1272.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[OutsiderZz's solution](#)

1273.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[OutsiderZz's solution](#)

1274.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[OutsiderZz's solution](#)

1275.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[OutsiderZz's solution](#)

1276.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[OutsiderZz's solution](#)

1277.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[OutsiderZz's solution](#)

1278.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[OutsiderZz's solution](#)

1279.

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[OutsiderZz's solution](#)

1280.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[OutsiderZz's solution](#)

1281.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[OutsiderZz's solution](#)

1282.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[OutsiderZz's solution](#)

1283.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[OutsiderZz's solution](#)

1284.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[OutsiderZz's solution](#)

1285.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[OutsiderZz's solution](#)

1286.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[OutsiderZz's solution](#)

1287.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[OutsiderZz's solution](#)

1288.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[OutsiderZz's solution](#)

1289.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[OutsiderZz's solution](#)

1290.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[OutsiderZz's solution](#)

1291.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[OutsiderZz's solution](#)

1292.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[OutsiderZz's solution](#)

1293.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[OutsiderZz's solution](#)

1294.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, probabilities, trees

[OutsiderZz's solution](#)

1295.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[OutsiderZz's solution](#)

1296.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[OutsiderZz's solution](#)

1297.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[OutsiderZz's solution](#)

1298.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[OutsiderZz's solution](#)

1299.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[OutsiderZz's solution](#)

1300.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[OutsiderZz's solution](#)

1301.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[OutsiderZz's solution](#)

1302.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, fft, math, number theory

[OutsiderZz's solution](#)

1303.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2600 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[OutsiderZz's solution](#)

1304.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[OutsiderZz's solution](#)

1305.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[OutsiderZz's solution](#)

1306.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-09-13 · last AC: 2024-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[OutsiderZz's solution](#)

1307.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-04 · last AC: 2024-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[OutsiderZz's solution](#)

1308.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2023-08-09 · last AC: 2024-07-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[OutsiderZz's solution](#)

1309.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[OutsiderZz's solution](#)

1310.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[OutsiderZz's solution](#)

1311.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[OutsiderZz's solution](#)

1312.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[OutsiderZz's solution](#)

1313.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[OutsiderZz's solution](#)

1314.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[OutsiderZz's solution](#)

1315.

622F

[The Sum of the k-th Powers](#) · Tutorial

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[OutsiderZz's solution](#)

1316.

547D

[Mike and Fish](#) · Tutorial

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[OutsiderZz's solution](#)

1317.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[OutsiderZz's solution](#)

1318.

1821F

[Timber](#) · Tutorial

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[OutsiderZz's solution](#)

1319.

1217F

[Forced Online Queries Problem](#) · Tutorial

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[OutsiderZz's solution](#)

1320.

1835C

[Twin Clusters](#) · Tutorial

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[OutsiderZz's solution](#)

1321.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · Tutorial

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[OutsiderZz's solution](#)

1322.

1827C

[Palindrome Partition](#) · Tutorial

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[OutsiderZz's solution](#)

1323.

662C

[Binary Table](#) · Tutorial

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[OutsiderZz's solution](#)

1324.

896C

[Willem, Chtholly and Seniorious](#) · Tutorial

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[OutsiderZz's solution](#)

1325.

1793E

[Velevin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[OutsiderZz's solution](#)

1326.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[OutsiderZz's solution](#)

1327.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[OutsiderZz's solution](#)

1328.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[OutsiderZz's solution](#)

1329.

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[OutsiderZz's solution](#)

1330.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[OutsiderZz's solution](#)

1331.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[OutsiderZz's solution](#)

1332.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

1333.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[OutsiderZz's solution](#)

1334.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings

[OutsiderZz's solution](#)

1335.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[OutsiderZz's solution](#)

1336.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[OutsiderZz's solution](#)

1337.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[OutsiderZz's solution](#)

1338.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[OutsiderZz's solution](#)

1339.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[OutsiderZz's solution](#)

1340.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[OutsiderZz's solution](#)

1341.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[OutsiderZz's solution](#)

1342.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2025-03-03 · last AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, two pointers

[OutsiderZz's solution](#)

1343.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[OutsiderZz's solution](#)

1344.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data

structures, dsu, implementation

[OutsiderZz's solution](#)

1345.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[OutsiderZz's solution](#)

1346.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[OutsiderZz's solution](#)

1347.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[OutsiderZz's solution](#)

1348.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, math

[OutsiderZz's solution](#)

1349.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[OutsiderZz's solution](#)

1350.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[OutsiderZz's solution](#)

1351.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[OutsiderZz's solution](#)

1352.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[OutsiderZz's solution](#)

1353.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[OutsiderZz's solution](#)

1354.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings, two pointers
[OutsiderZz's solution](#)

1355.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities, trees
[OutsiderZz's solution](#)

1356.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation
[OutsiderZz's solution](#)

1357.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings
[OutsiderZz's solution](#)

1358.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[OutsiderZz's solution](#)

1359.

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
[OutsiderZz's solution](#)

1360.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,117 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[OutsiderZz's solution](#)

1361.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[OutsiderZz's solution](#)

1362.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[OutsiderZz's solution](#)

1363.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[OutsiderZz's solution](#)

1364.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[OutsiderZz's solution](#)

1365.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[OutsiderZz's solution](#)

1366.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[OutsiderZz's solution](#)

1367.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[OutsiderZz's solution](#)

1368.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[OutsiderZz's solution](#)

1369.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[OutsiderZz's solution](#)

1370.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[OutsiderZz's solution](#)

1371.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[OutsiderZz's solution](#)

1372.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[OutsiderZz's solution](#)

1373.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[OutsiderZz's solution](#)

1374.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[OutsiderZz's solution](#)

1375.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[OutsiderZz's solution](#)

1376.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[OutsiderZz's solution](#)

1377.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[OutsiderZz's solution](#)

1378.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[OutsiderZz's solution](#)

1379.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[OutsiderZz's solution](#)

1380.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[OutsiderZz's solution](#)

1381.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[OutsiderZz's solution](#)

1382.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[OutsiderZz's solution](#)

1383.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[OutsiderZz's solution](#)

1384.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[OutsiderZz's solution](#)

1385.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[OutsiderZz's solution](#)

1386.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[OutsiderZz's solution](#)

1387.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[OutsiderZz's solution](#)

1388.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[OutsiderZz's solution](#)

1389.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[OutsiderZz's solution](#)

1390.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[OutsiderZz's solution](#)

1391.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[OutsiderZz's solution](#)

1392.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[OutsiderZz's solution](#)

1393.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[OutsiderZz's solution](#)

1394.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[OutsiderZz's solution](#)

1395.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-09 · last AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[OutsiderZz's solution](#)

1396.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-07-01 · last AC: 2024-08-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[OutsiderZz's solution](#)

1397.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[OutsiderZz's solution](#)

1398.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[OutsiderZz's solution](#)

1399.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-07-03 · last AC: 2024-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[OutsiderZz's solution](#)

1400.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[OutsiderZz's solution](#)

1401.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

1402.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[OutsiderZz's solution](#)

1403.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OutsiderZz's solution](#)

1404.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[OutsiderZz's solution](#)

1405.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[OutsiderZz's solution](#)

1406.

1831F

[Mex Tree](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[OutsiderZz's solution](#)

1407.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-20 · last AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[OutsiderZz's solution](#)

1408.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[OutsiderZz's solution](#)

1409.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[OutsiderZz's solution](#)

1410.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[OutsiderZz's solution](#)

1411.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[OutsiderZz's solution](#)

1412.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[OutsiderZz's solution](#)

1413.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

1414.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, bitmasks, brute force, data structures, interactive

[OutsiderZz's solution](#)

1415.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[OutsiderZz's solution](#)

1416.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[OutsiderZz's solution](#)

1417.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[OutsiderZz's solution](#)

1418.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[OutsiderZz's solution](#)

1419.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[OutsiderZz's solution](#)

1420.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[OutsiderZz's solution](#)

1421.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[OutsiderZz's solution](#)

1422.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[OutsiderZz's solution](#)

1423.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[OutsiderZz's solution](#)

1424.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[OutsiderZz's solution](#)

1425.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[OutsiderZz's solution](#)

1426.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[OutsiderZz's solution](#)

1427.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[OutsiderZz's solution](#)

1428.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, shortest paths

[OutsiderZz's solution](#)

1429.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[OutsiderZz's solution](#)

1430.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[OutsiderZz's solution](#)

1431.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[OutsiderZz's solution](#)

1432.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[OutsiderZz's solution](#)

1433.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[OutsiderZz's solution](#)

1434.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[OutsiderZz's solution](#)

1435.

2070F

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

Quality: 370 global accepts · Rating: 3000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[OutsiderZz's solution](#)

1436.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[OutsiderZz's solution](#)

1437.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, hashing, implementation

[OutsiderZz's solution](#)

1438.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[OutsiderZz's solution](#)

1439.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[OutsiderZz's solution](#)

1440.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[OutsiderZz's solution](#)

1441.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[OutsiderZz's solution](#)

1442.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[OutsiderZz's solution](#)

1443.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[OutsiderZz's solution](#)

1444.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[OutsiderZz's solution](#)

1445.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[OutsiderZz's solution](#)

1446.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[OutsiderZz's solution](#)

1447.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[OutsiderZz's solution](#)

1448.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[OutsiderZz's solution](#)

1449.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, hashing, trees

[OutsiderZz's solution](#)

1450.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[OutsiderZz's solution](#)

1451.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[OutsiderZz's solution](#)

1452.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[OutsiderZz's solution](#)

1453.

1937F

[Bitwise Paradox](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[OutsiderZz's solution](#)

1454.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[OutsiderZz's solution](#)

1455.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[OutsiderZz's solution](#)

1456.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[OutsiderZz's solution](#)

1457.

2096G

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

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[OutsiderZz's solution](#)

1458.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[OutsiderZz's solution](#)

1459.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[OutsiderZz's solution](#)

1460.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[OutsiderZz's solution](#)

1461.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[OutsiderZz's solution](#)

1462.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-09-13 · last AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[OutsiderZz's solution](#)

1463.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[OutsiderZz's solution](#)

1464.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[OutsiderZz's solution](#)

1465.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[OutsiderZz's solution](#)

1466.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, sortings

[OutsiderZz's solution](#)

1467.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[OutsiderZz's solution](#)

1468.

105484F

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1469.

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1470.

106268A

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

Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1471.

106268C

[Seagull Population](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1472.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1473.

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1474.

106268J

[ICPC Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1475.

106268D

[Decompose and Concatenate](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1476.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1477.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1478.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1479.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1480.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1481.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1482.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1483.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1484.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1485.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1486.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1487.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1488.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1489.

104160A

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

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1490.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1491.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1492.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1493.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1494.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1495.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · last AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1496.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1497.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1498.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1499.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1500.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1501.

104128I

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

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1502.

106129C

[Congklak](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1503.

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1504.

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1505.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1506.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1507.

106129E

[Engineering Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1508.

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1509.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1510.

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1511.

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1512.

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1513.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1514.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[OutsiderZz's solution](#)

1515.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1516.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1517.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1518.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1519.

106084D

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

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1520.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1521.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1522.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1523.

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1524.

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1525.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1526.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1527.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1528.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1529.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1530.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1531.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · last AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1532.

103427B

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

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1533.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1534.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1535.

105632G

[Same Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1536.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1537.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1538.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1539.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1540.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1541.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1542.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1543.

106073C

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

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1544.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1545.

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1546.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1547.

103388A

[Assigning Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1548.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1549.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1550.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1551.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1552.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1553.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1554.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1555.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1556.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1557.

106072C

[Jiaxun!](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1558.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1559.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1560.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1561.

105535D

[Desired Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1562.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1563.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1564.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1565.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1566.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1567.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1568.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1569.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1570.

106072A

[Angry Birds](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1571.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1572.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1573.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1574.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1575.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1576.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1577.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1578.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1579.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1580.

104857C

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

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1581.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1582.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1583.

104857F

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

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1584.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1585.

106030M

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

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1586.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1587.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1588.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · last AC: 2025-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1589.

105941A

[Toxel N Tūneā Nōev, ^R](#)

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

[OutsiderZz's solution](#)

1590.

105941C

[Toxel N Tūneā Nōev, ^R](#)

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

[OutsiderZz's solution](#)

1591.

105941L

[Astral Decay](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1592.

105941G

[vōut Nā Y'rīzĒ-Æ](#)

Rating: — · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1593.

105941B

[g:tdlial](#)

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

[OutsiderZz's solution](#)

1594.

105941H

[h Tōyep](#)

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

[OutsiderZz's solution](#)

1595.

105941E

[Sūt TĪ](#)

Rating: — · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1596.

105941K

[Ring Trick II](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1597.

105941J

[Ring Trick](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1598.

105941M

[YTe@jzz\[f-b](#)

Rating: — · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1599.

105941F

[^TubNKi](#)

Rating: — · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1600.

105941D

[2025](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1601.

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1602.

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · last AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1603.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · last AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1604.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1605.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1606.

105911F

[Caloric Difference](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1607.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1608.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1609.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1610.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1611.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1612.

105901J

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1613.

105924L

[ojk](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1614.

105924E

[h NtBri](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1615.

105924B

[NtBri](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1616.

105924H

[sVy](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · last AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1617.

105924A

[GD - Ego](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1618.

105924F

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Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1619.

105924K

[@Oaia8b](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1620.

105924I

[s'Vy--Tut0BIV](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1621.

105924G

[R Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1622.

104875L

[Last Guess · Tutorial](#)

Rating: — · first AC: 2025-06-01 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1623.

104875G

[Going in Circles · Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1624.

104875K

[Kebab Pizza · Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1625.

104875H

[High-quality Tree · Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1626.

104875J

[Justice Served · Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1627.

104875B

[Bottle Flip · Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1628.

104875I

[Interview Question · Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1629.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1630.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1631.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1632.

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1633.

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1634.

105020D

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

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1635.

105020N

[How many rectangles?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1636.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1637.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1638.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1639.

105869L

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1640.

105869H

[Decent Path Around Bajtów](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1641.

105869D

[Money in the Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · last AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1642.

105869G

[Road Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1643.

105869I

[Random Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1644.

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1645.

105869E

[Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1646.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1647.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1648.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1649.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1650.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1651.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1652.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1653.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1654.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · last AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1655.

105386F

[Collect the Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1656.

105851K

[g Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1657.

105851D

[g Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1658.

105851J

[VUjNtQe](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1659.

105851I

[g \ LCM Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1660.

105851C

[x Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1661.

105851H

[LinkNwé5-dlŌ](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1662.

105851E

[^ nWAPtorial](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1663.

105851G

[Sporkle-3/4](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1664.

105851A

[R - d01N2l](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1665.

105562C

[Connect Five · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1666.

105562B

[Binary Search · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1667.

105562H

[Hash Collision · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1668.

105562K

[Kruidnoten · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1669.

105562M

[Mouse Trap · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1670.

105562F

[Flowing Fountain · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1671.

105562J

[Jib Job · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1672.

105562L

[Limited Library · Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1673.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1674.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1675.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1676.

105222C

[Black-White Cubic Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1677.

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1678.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1679.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1680.

105644A

[And Xor Tree](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1681.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[OutsiderZz's solution](#)

1682.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1683.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1684.

105615L

[WúNž Lambda Tutorial](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1685.

104869B

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

Rating: — · first AC: 2024-08-05 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1686.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1687.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1688.

103260H

[Excluded Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1689.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1690.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1691.

105486J

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

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1692.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · last AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1693.

105486L

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

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

[OutsiderZz's solution](#)

1694.

105486E

[Disrupting Communications](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1695.

105486I

[Good Partitions](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1696.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1697.

104869K

[Maximum Rating](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1698.

104976F

[Top Cluster](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1699.

104976G

[Snake Move](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1700.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1701.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1702.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · last AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1703.

104891J

[Teleportation](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1704.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1705.

104891I

[Refresher into Midas](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1706.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1707.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1708.

105386H

[Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1709.

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1710.

105129C

[LCIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1711.

103118L

[Construction of 5G Base Stations](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1712.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1713.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1714.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1715.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1716.

105176J

[g T N W w ó Y 4 v , í ĩ](#)

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1717.

105336C

[Tutorial](#)

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

[OutsiderZz's solution](#)

1718.

105336K

[Solutions](#)

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

[OutsiderZz's solution](#)

1719.

105336J

[Tutorial](#)

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

[OutsiderZz's solution](#)

1720.

105336G

[Tutorial](#)

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

[OutsiderZz's solution](#)

1721.

105336L

[Tutorial](#)

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

[OutsiderZz's solution](#)

1722.

105336D

[Tutorial](#)

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

[OutsiderZz's solution](#)

1723.

105336E

[Tutorial](#)

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

[OutsiderZz's solution](#)

1724.

105336B

[Tutorial](#)

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

[OutsiderZz's solution](#)

1725.

105336I

[Tutorial](#)

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

[OutsiderZz's solution](#)

1726.

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1727.

105173K

[Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OutsiderZz's solution](#)

1728.

105323C

[gcd hard version](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1729.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1730.

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1731.

105158I

[378QAQ TOEWS&N2](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1732.

105158D

[YyxNkkO](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1733.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1734.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1735.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1736.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1737.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1738.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1739.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1740.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1741.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1742.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1743.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1744.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1745.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1746.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1747.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1748.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1749.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1750.

104081K

[S-T-O-T-O-E](#)

Rating: — · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1751.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1752.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1753.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1754.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1755.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1756.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1757.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1758.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1759.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1760.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1761.

104172L

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

Rating: — · first AC: 2023-11-18 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1762.

103447D

[Math master](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1763.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1764.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1765.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1766.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · last AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[OutsiderZz's solution](#)

1767.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1768.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1769.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1770.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1771.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1772.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1773.

101242G

[Oij](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1774.

102307D

[Do Not Try This Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1775.

103446B

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

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1776.

102511G

[First of Her Name](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1777.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1778.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1779.

104396L

[Architect](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1780.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1781.

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1782.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1783.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1784.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · last AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1785.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · last AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1786.

102832H

[Combination Lock](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1787.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1788.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1789.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · last AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1790.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1791.

100956G

[Pencil of Wishing](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[OutsiderZz's solution](#)

1792.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

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

[OutsiderZz's solution](#)

1793.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[OutsiderZz's solution](#)

1794.

104008C

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

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[OutsiderZz's solution](#)

1795.

104008E

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