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Unique solved — Pablo-No

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

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Filters: none

Count: 1,011

1.

1975A

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Quality: 20,715 global accepts · Rating: 800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

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2.

1926A

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3.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,714 global accepts · Rating: 800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

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4.

1440A

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5.

1774A

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6.

2183A

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7.

2173A

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8.

2164A

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9.

2152A

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10.

2127A

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11.

2122A

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12.

4A

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13.

1656A

[Good Pairs](#) · [Tutorial](#)

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14.

2048A

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15.

2039A

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16.

2038J

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17.

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18.

1919B

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19.

1919A

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20.

1863A

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21.

2029A

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22.

155A

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23.

2004A

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24.

2000B

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25.

2000A

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26.

2002A

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27.

1998A

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28.

1999A

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29.

1997A

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30.

1991A

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31.

1995A

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32.

1994A

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33.

1983A

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34.

1987A

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35.

1978B

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36.

1978A

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37.

1345A

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38.

760A

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39.

1065A

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40.

1789B

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- 41.**
1843C
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1772B
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- 43.**
1604A
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1712A
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1843A
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1646A
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1650A
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1729A
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1669A
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1712B
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Quality: 22,399 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
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1747A
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52.

1934A

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53.

1928A

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54.

1912L

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55.

1896A

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56.

1891A

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57.

1867A

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58.

1748A

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59.

1620A

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60.

1249A

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61.

1742B

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62.

1790A

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63.

1743B

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64.

1791A

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65.

1856A

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66.

1822A

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67.

1855A

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68.

1849A

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69.

1847A

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70.

1844A

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71.

1810B

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72.

1810A

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Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
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73.

1728B

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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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74.

1728A

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75.

1708A

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76.

1702B

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77.

1702A

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78.

1701B

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79.

1701A

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80.

1672B

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81.

1672A

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82.

1647A

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

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83.

1635B

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84.

1635A

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Quality: 25,900 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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85.

1602A

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Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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86.

1552A

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87.

1551B1

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Quality: 31,328 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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88.

1551A

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Quality: 58,367 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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89.

1553A

[Digits Sum](#) · [Tutorial](#)

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90.

1547B

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91.

1547A

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Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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92.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

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93.

2048B

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94.

1988B

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95.

1988A

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Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

math

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96.

1918B

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97.

870A

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98.

318A

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Quality: 143,139 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: math

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99.

1896B

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100.

1875A

[Jellyfish and Undertale](#) · [Tutorial](#)

Quality: 47,032 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Pablo-No's solution](#)

101.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Pablo-No's solution](#)

102.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Pablo-No's solution](#)

103.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Pablo-No's solution](#)

104.

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

[Pablo-No's solution](#)

105.

1833B

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

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Pablo-No's solution](#)

106.

1855B

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

Quality: 44,950 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Pablo-No's solution](#)

107.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Pablo-No's solution](#)

108.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Pablo-No's solution](#)

109.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Pablo-No's solution](#)

110.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,971 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Pablo-No's solution](#)

111.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[Pablo-No's solution](#)

112.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Pablo-No's solution](#)

113.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Pablo-No's solution](#)

114.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Pablo-No's solution](#)

115.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Pablo-No's solution](#)

116.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Pablo-No's solution](#)

117.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Pablo-No's solution](#)

118.

1987B

[K-Sort](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

119.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Pablo-No's solution](#)

120.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,995 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Pablo-No's solution](#)

121.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

122.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Pablo-No's solution](#)

123.

1784A

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

Quality: 17,138 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Pablo-No's solution](#)

124.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Pablo-No's solution](#)

125.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,592 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers

[Pablo-No's solution](#)

126.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Pablo-No's solution](#)

127.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Pablo-No's solution](#)

128.

1230B

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

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Pablo-No's solution](#)

129.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,486 global accepts · Rating: 1000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Pablo-No's solution](#)

130.

1277A

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

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Pablo-No's solution](#)

131.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

132.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Pablo-No's solution](#)

133.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[Pablo-No's solution](#)

134.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Pablo-No's solution](#)

135.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Pablo-No's solution](#)

136.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Pablo-No's solution](#)

137.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Pablo-No's solution](#)

138.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Pablo-No's solution](#)

139.

893B

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

Quality: 12,666 global accepts · Rating: 1000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Pablo-No's solution](#)

140.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Pablo-No's solution](#)

141.

1760D

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

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Pablo-No's solution](#)

142.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Pablo-No's solution](#)

143.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Pablo-No's solution](#)

144.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Pablo-No's solution](#)

145.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Pablo-No's solution](#)

146.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Pablo-No's solution](#)

147.

1844B

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

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

[Pablo-No's solution](#)

148.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Pablo-No's solution](#)

149.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

150.

2173B

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

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

[Pablo-No's solution](#)

151.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Pablo-No's solution](#)

152.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Pablo-No's solution](#)

153.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Pablo-No's solution](#)

154.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Pablo-No's solution](#)

155.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[Pablo-No's solution](#)

156.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Pablo-No's solution](#)

157.

1997C

[Even Positions](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

158.

1997B

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

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

[Pablo-No's solution](#)

159.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Pablo-No's solution](#)

160.

1995B1

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

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

[Pablo-No's solution](#)

161.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Pablo-No's solution](#)

162.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Pablo-No's solution](#)

163.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Pablo-No's solution](#)

164.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Pablo-No's solution](#)

165.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Pablo-No's solution](#)

166.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Pablo-No's solution](#)

167.

1708B

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

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Pablo-No's solution](#)

168.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Pablo-No's solution](#)

169.

1672C

[Unequal Array](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

170.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Pablo-No's solution](#)

171.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Pablo-No's solution](#)

172.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Pablo-No's solution](#)

173.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Pablo-No's solution](#)

174.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Pablo-No's solution](#)

175.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,312 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Pablo-No's solution](#)

176.

2135A

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

Quality: 18,361 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Pablo-No's solution](#)

177.

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

[Pablo-No's solution](#)

178.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Pablo-No's solution](#)

179.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Pablo-No's solution](#)

180.

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

[Pablo-No's solution](#)

181.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Pablo-No's solution](#)

182.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Pablo-No's solution](#)

183.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Pablo-No's solution](#)

184.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pablo-No's solution](#)

185.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Pablo-No's solution](#)

186.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Pablo-No's solution](#)

187.

1875B

[Jellyfish and Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Pablo-No's solution](#)

188.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1200 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers

[Pablo-No's solution](#)

189.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Pablo-No's solution](#)

190.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

191.

1848B

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

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Pablo-No's solution](#)

192.

1808B

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

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Pablo-No's solution](#)

193.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Pablo-No's solution](#)

194.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Pablo-No's solution](#)

195.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

196.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[Pablo-No's solution](#)

197.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Pablo-No's solution](#)

198.

2152B

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

Quality: 12,859 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Pablo-No's solution](#)

199.

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Pablo-No's solution](#)

200.

2023A

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

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Pablo-No's solution](#)

201.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Pablo-No's solution](#)

202.

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Pablo-No's solution](#)

203.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Pablo-No's solution](#)

204.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Pablo-No's solution](#)

205.

1978C

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

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

[Pablo-No's solution](#)

206.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Pablo-No's solution](#)

207.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,638 global accepts · Rating: 1300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Pablo-No's solution](#)

208.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Pablo-No's solution](#)

209.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Pablo-No's solution](#)

210.

1869C

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

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

[Pablo-No's solution](#)

211.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Pablo-No's solution](#)

212.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Pablo-No's solution](#)

213.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Pablo-No's solution](#)

214.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Pablo-No's solution](#)

215.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Pablo-No's solution](#)

216.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Pablo-No's solution](#)

217.

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

[Pablo-No's solution](#)

218.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Pablo-No's solution](#)

219.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

220.

1602C

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

Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Pablo-No's solution](#)

221.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Pablo-No's solution](#)

222.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Pablo-No's solution](#)

223.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Pablo-No's solution](#)

224.

2190B1

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

Quality: 10,685 global accepts · Rating: 1400 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Pablo-No's solution](#)

225.

2173C

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

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

[Pablo-No's solution](#)

226.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Pablo-No's solution](#)

227.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Pablo-No's solution](#)

228.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Pablo-No's solution](#)

229.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Pablo-No's solution](#)

230.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Pablo-No's solution](#)

231.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[Pablo-No's solution](#)

232.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Pablo-No's solution](#)

233.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Pablo-No's solution](#)

234.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

235.

2000E

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

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

[Pablo-No's solution](#)

236.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Pablo-No's solution](#)

237.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Pablo-No's solution](#)

238.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Pablo-No's solution](#)

239.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Pablo-No's solution](#)

240.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy,

implementation

[Pablo-No's solution](#)

241.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Pablo-No's solution](#)

242.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Pablo-No's solution](#)

243.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Pablo-No's solution](#)

244.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Pablo-No's solution](#)

245.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Pablo-No's solution](#)

246.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Pablo-No's solution](#)

247.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Pablo-No's solution](#)

248.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Pablo-No's solution](#)

249.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Pablo-No's solution](#)

250.

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

[Pablo-No's solution](#)

251.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Pablo-No's solution](#)

252.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Pablo-No's solution](#)

253.

1701C

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

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Pablo-No's solution](#)

254.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Pablo-No's solution](#)

255.

2183D1

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

Quality: 8,858 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Pablo-No's solution](#)

256.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Pablo-No's solution](#)

257.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Pablo-No's solution](#)

258.

1997D

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

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

[Pablo-No's solution](#)

259.

1368B

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

Quality: 21,443 global accepts · Rating: 1500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Pablo-No's solution](#)

260.

1101C

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

Quality: 12,041 global accepts · Rating: 1500 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Pablo-No's solution](#)

261.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[Pablo-No's solution](#)

262.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

263.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Pablo-No's solution](#)

264.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Pablo-No's solution](#)

265.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1500 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Pablo-No's solution](#)

266.

1891C

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

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Pablo-No's solution](#)

267.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Pablo-No's solution](#)

268.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Pablo-No's solution](#)

269.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Pablo-No's solution](#)

270.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Pablo-No's solution](#)

271.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Pablo-No's solution](#)

272.

1490F

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

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Pablo-No's solution](#)

273.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Pablo-No's solution](#)

274.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,594 global accepts · Rating: 1500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Pablo-No's solution](#)

275.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Pablo-No's solution](#)

276.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[Pablo-No's solution](#)

277.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Pablo-No's solution](#)

278.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Pablo-No's solution](#)

279.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pablo-No's solution](#)

280.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Pablo-No's solution](#)

281.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Pablo-No's solution](#)

282.

2048D

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

Quality: 8,312 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

[Pablo-No's solution](#)

283.

2004D

[Colored Portals](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

284.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Pablo-No's solution](#)

285.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Pablo-No's solution](#)

286.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Pablo-No's solution](#)

287.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Pablo-No's solution](#)

288.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Pablo-No's solution](#)

289.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

290.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[Pablo-No's solution](#)

291.

1875D

[Jellyfish and Mex](#) · [Tutorial](#)

Quality: 11,409 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Pablo-No's solution](#)

292.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[Pablo-No's solution](#)

293.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, sortings
[Pablo-No's solution](#)

294.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Pablo-No's solution](#)

295.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[Pablo-No's solution](#)

296.

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[Pablo-No's solution](#)

297.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[Pablo-No's solution](#)

298.

1702E

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

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[Pablo-No's solution](#)

299.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Pablo-No's solution](#)

300.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar,

dp, greedy, shortest paths, trees

[Pablo-No's solution](#)

301.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 1700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Pablo-No's solution](#)

302.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Pablo-No's solution](#)

303.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Pablo-No's solution](#)

304.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Pablo-No's solution](#)

305.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Pablo-No's solution](#)

306.

2006A

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

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Pablo-No's solution](#)

307.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Pablo-No's solution](#)

308.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Pablo-No's solution](#)

309.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Pablo-No's solution](#)

310.

1995B2

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

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

[Pablo-No's solution](#)

311.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Pablo-No's solution](#)

312.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Pablo-No's solution](#)

313.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,437 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Pablo-No's solution](#)

314.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Pablo-No's solution](#)

315.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Pablo-No's solution](#)

316.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Pablo-No's solution](#)

317.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Pablo-No's solution](#)

318.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[Pablo-No's solution](#)

319.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Pablo-No's solution](#)

320.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, shortest paths

[Pablo-No's solution](#)

321.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Pablo-No's solution](#)

322.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Pablo-No's solution](#)

323.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Pablo-No's solution](#)

324.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Pablo-No's solution](#)

325.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Pablo-No's solution](#)

326.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Pablo-No's solution](#)

327.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Pablo-No's solution](#)

328.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Pablo-No's solution](#)

329.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Pablo-No's solution](#)

330.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Pablo-No's solution](#)

331.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Pablo-No's solution](#)

332.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Pablo-No's solution](#)

333.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,086 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pablo-No's solution](#)

334.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Pablo-No's solution](#)

335.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Pablo-No's solution](#)

336.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,115 global accepts · Rating: 1700 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Pablo-No's solution](#)

337.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 1800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Pablo-No's solution](#)

338.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Pablo-No's solution](#)

339.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Pablo-No's solution](#)

340.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number

theory

[Pablo-No's solution](#)

341.

1995C

[Squaring](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

342.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Pablo-No's solution](#)

343.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Pablo-No's solution](#)

344.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Pablo-No's solution](#)

345.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Pablo-No's solution](#)

346.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Pablo-No's solution](#)

347.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Pablo-No's solution](#)

348.

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Pablo-No's solution](#)

349.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Pablo-No's solution](#)

350.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Pablo-No's solution](#)

351.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

352.

1856E1

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

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

[Pablo-No's solution](#)

353.

1848C

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

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

[Pablo-No's solution](#)

354.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Pablo-No's solution](#)

355.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Pablo-No's solution](#)

356.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Pablo-No's solution](#)

357.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Pablo-No's solution](#)

358.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Pablo-No's solution](#)

359.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Pablo-No's solution](#)

360.

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Pablo-No's solution](#)

361.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Pablo-No's solution](#)

362.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Pablo-No's solution](#)

363.

1527B2

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

Quality: 8,699 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[Pablo-No's solution](#)

364.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Pablo-No's solution](#)

365.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Pablo-No's solution](#)

366.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Pablo-No's solution](#)

367.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Pablo-No's solution](#)

368.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Pablo-No's solution](#)

369.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Pablo-No's solution](#)

370.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Pablo-No's solution](#)

371.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Pablo-No's solution](#)

372.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Pablo-No's solution](#)

373.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Pablo-No's solution](#)

374.

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

[Pablo-No's solution](#)

375.

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

[Pablo-No's solution](#)

376.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Pablo-No's solution](#)

377.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Pablo-No's solution](#)

378.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Pablo-No's solution](#)

379.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Pablo-No's solution](#)

380.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Pablo-No's solution](#)

381.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Pablo-No's solution](#)

382.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Pablo-No's solution](#)

383.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pablo-No's solution](#)

384.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Pablo-No's solution](#)

385.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Pablo-No's solution](#)

386.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Pablo-No's solution](#)

387.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

388.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Pablo-No's solution](#)

389.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Pablo-No's solution](#)

390.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[Pablo-No's solution](#)

391.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[Pablo-No's solution](#)

392.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Pablo-No's solution](#)

393.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Pablo-No's solution](#)

394.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Pablo-No's solution](#)

395.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Pablo-No's solution](#)

396.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Pablo-No's solution](#)

397.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[Pablo-No's solution](#)

398.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Pablo-No's solution](#)

399.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Pablo-No's solution](#)

400.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Pablo-No's solution](#)

401.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Pablo-No's solution](#)

402.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Pablo-No's solution](#)

403.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Pablo-No's solution](#)

404.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Pablo-No's solution](#)

405.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Pablo-No's solution](#)

406.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Pablo-No's solution](#)

407.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Pablo-No's solution](#)

408.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[Pablo-No's solution](#)

409.

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

[Pablo-No's solution](#)

410.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Pablo-No's solution](#)

411.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Pablo-No's solution](#)

412.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Pablo-No's solution](#)

413.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Pablo-No's solution](#)

414.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Pablo-No's solution](#)

415.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

416.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Pablo-No's solution](#)

417.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[Pablo-No's solution](#)

418.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings, strings

[Pablo-No's solution](#)

419.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Pablo-No's solution](#)

420.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[Pablo-No's solution](#)

421.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

422.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Pablo-No's solution](#)

423.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Pablo-No's solution](#)

424.

1867E1

[Salvg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Pablo-No's solution](#)

425.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Pablo-No's solution](#)

426.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[Pablo-No's solution](#)

427.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Pablo-No's solution](#)

428.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Pablo-No's solution](#)

429.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Pablo-No's solution](#)

430.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Pablo-No's solution](#)

431.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Pablo-No's solution](#)

432.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Pablo-No's solution](#)

433.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Pablo-No's solution](#)

434.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, sortings

[Pablo-No's solution](#)

435.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Pablo-No's solution](#)

436.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Pablo-No's solution](#)

437.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Pablo-No's solution](#)

438.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Pablo-No's solution](#)

439.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar,

dp, graphs, greedy, math, sortings, two pointers

[Pablo-No's solution](#)

440.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Pablo-No's solution](#)

441.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Pablo-No's solution](#)

442.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Pablo-No's solution](#)

443.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Pablo-No's solution](#)

444.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · last AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Pablo-No's solution](#)

445.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Pablo-No's solution](#)

446.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Pablo-No's solution](#)

447.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Pablo-No's solution](#)

448.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Pablo-No's solution](#)

449.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Pablo-No's solution](#)

450.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Pablo-No's solution](#)

451.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Pablo-No's solution](#)

452.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Pablo-No's solution](#)

453.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Pablo-No's solution](#)

454.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Pablo-No's solution](#)

455.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Pablo-No's solution](#)

456.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

457.

1934D1

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

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Pablo-No's solution](#)

458.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Pablo-No's solution](#)

459.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Pablo-No's solution](#)

460.

1265E

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

Quality: 4,524 global accepts · Rating: 2100 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, probabilities

[Pablo-No's solution](#)

461.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Pablo-No's solution](#)

462.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 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

[Pablo-No's solution](#)

463.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Pablo-No's solution](#)

464.

2173E

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

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

[Pablo-No's solution](#)

465.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[Pablo-No's solution](#)

466.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Pablo-No's solution](#)

467.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Pablo-No's solution](#)

468.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Pablo-No's solution](#)

469.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Pablo-No's solution](#)

470.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Pablo-No's solution](#)

471.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Pablo-No's solution](#)

472.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Pablo-No's solution](#)

473.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Pablo-No's solution](#)

474.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Pablo-No's solution](#)

475.

1997E

[Level Up](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

476.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Pablo-No's solution](#)

477.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Pablo-No's solution](#)

478.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Pablo-No's solution](#)

479.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2200 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[Pablo-No's solution](#)

480.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Pablo-No's solution](#)

481.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Pablo-No's solution](#)

482.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Pablo-No's solution](#)

483.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Pablo-No's solution](#)

484.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Pablo-No's solution](#)

485.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Pablo-No's solution](#)

486.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Pablo-No's solution](#)

487.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Pablo-No's solution](#)

488.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[Pablo-No's solution](#)

489.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

490.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Pablo-No's solution](#)

491.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Pablo-No's solution](#)

492.

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Pablo-No's solution](#)

493.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Pablo-No's solution](#)

494.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

495.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Pablo-No's solution](#)

496.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Pablo-No's solution](#)

497.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Pablo-No's solution](#)

498.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · last AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Pablo-No's solution](#)

499.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Pablo-No's solution](#)

500.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Pablo-No's solution](#)

501.

2068A

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

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Pablo-No's solution](#)

502.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-11-17 · last AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Pablo-No's solution](#)

503.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[Pablo-No's solution](#)

504.

2002D2

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

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

[Pablo-No's solution](#)

505.

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

[Pablo-No's solution](#)

506.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Pablo-No's solution](#)

507.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Pablo-No's solution](#)

508.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide

and conquer, dp, dsu, two pointers

[Pablo-No's solution](#)

509.

1995D

[Cases](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

510.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Pablo-No's solution](#)

511.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Pablo-No's solution](#)

512.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Pablo-No's solution](#)

513.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Pablo-No's solution](#)

514.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, math

[Pablo-No's solution](#)

515.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Pablo-No's solution](#)

516.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Pablo-No's solution](#)

517.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Pablo-No's solution](#)

518.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

519.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Pablo-No's solution](#)

520.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

521.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Pablo-No's solution](#)

522.

1191E

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

Rating: 2300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy

[Pablo-No's solution](#)

523.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[Pablo-No's solution](#)

524.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Pablo-No's solution](#)

525.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Pablo-No's solution](#)

526.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Pablo-No's solution](#)

527.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Pablo-No's solution](#)

528.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Pablo-No's solution](#)

529.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Pablo-No's solution](#)

530.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Pablo-No's solution](#)

531.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Pablo-No's solution](#)

532.

1083E

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

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Pablo-No's solution](#)

533.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Pablo-No's solution](#)

534.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Pablo-No's solution](#)

535.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

536.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Pablo-No's solution](#)

537.

1875E

[Jellyfish and Math](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Pablo-No's solution](#)

538.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Pablo-No's solution](#)

539.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Pablo-No's solution](#)

540.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[Pablo-No's solution](#)

541.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Pablo-No's solution](#)

542.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Pablo-No's solution](#)

543.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Pablo-No's solution](#)

544.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Pablo-No's solution](#)

545.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Pablo-No's solution](#)

546.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Pablo-No's solution](#)

547.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Pablo-No's solution](#)

548.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Pablo-No's solution](#)

549.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Pablo-No's solution](#)

550.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Pablo-No's solution](#)

551.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Pablo-No's solution](#)

552.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Pablo-No's solution](#)

553.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Pablo-No's solution](#)

554.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Pablo-No's solution](#)

555.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

556.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Pablo-No's solution](#)

557.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Pablo-No's solution](#)

558.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-08-05 · last AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Pablo-No's solution](#)

559.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Pablo-No's solution](#)

560.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive

[Pablo-No's solution](#)

561.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Pablo-No's solution](#)

562.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Pablo-No's solution](#)

563.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Pablo-No's solution](#)

564.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[Pablo-No's solution](#)

565.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Pablo-No's solution](#)

566.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Pablo-No's solution](#)

567.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Pablo-No's solution](#)

568.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Pablo-No's solution](#)

569.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Pablo-No's solution](#)

570.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Pablo-No's solution](#)

571.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Pablo-No's solution](#)

572.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Pablo-No's solution](#)

573.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Pablo-No's solution](#)

574.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Pablo-No's solution](#)

575.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-06-15 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Pablo-No's solution](#)

576.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Pablo-No's solution](#)

577.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Pablo-No's solution](#)

578.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Pablo-No's solution](#)

579.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Pablo-No's solution](#)

580.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Pablo-No's solution](#)

581.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Pablo-No's solution](#)

582.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, fft, math, number theory

[Pablo-No's solution](#)

583.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities

[Pablo-No's solution](#)

584.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Pablo-No's solution](#)

585.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Pablo-No's solution](#)

586.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Pablo-No's solution](#)

587.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Pablo-No's solution](#)

588.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[Pablo-No's solution](#)

589.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory
[Pablo-No's solution](#)

590.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[Pablo-No's solution](#)

591.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math
[Pablo-No's solution](#)

592.

1898F

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

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths
[Pablo-No's solution](#)

593.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[Pablo-No's solution](#)

594.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings
[Pablo-No's solution](#)

595.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, interactive, math
[Pablo-No's solution](#)

596.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees
[Pablo-No's solution](#)

597.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Pablo-No's solution](#)

598.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Pablo-No's solution](#)

599.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Pablo-No's solution](#)

600.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Pablo-No's solution](#)

601.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Pablo-No's solution](#)

602.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Pablo-No's solution](#)

603.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Pablo-No's solution](#)

604.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Pablo-No's solution](#)

605.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Pablo-No's solution](#)

606.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Pablo-No's solution](#)

607.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

greedy, implementation, strings

[Pablo-No's solution](#)

608.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[Pablo-No's solution](#)

609.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Pablo-No's solution](#)

610.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pablo-No's solution](#)

611.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[Pablo-No's solution](#)

612.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Pablo-No's solution](#)

613.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Pablo-No's solution](#)

614.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Pablo-No's solution](#)

615.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Pablo-No's solution](#)

616.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Pablo-No's solution](#)

617.

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

[Pablo-No's solution](#)

618.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, shortest paths

[Pablo-No's solution](#)

619.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Pablo-No's solution](#)

620.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Pablo-No's solution](#)

621.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[Pablo-No's solution](#)

622.

2068E

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

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Pablo-No's solution](#)

623.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Pablo-No's solution](#)

624.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

625.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Pablo-No's solution](#)

626.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Pablo-No's solution](#)

627.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[Pablo-No's solution](#)

628.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Pablo-No's solution](#)

629.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Pablo-No's solution](#)

630.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,949 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Pablo-No's solution](#)

631.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,790 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Pablo-No's solution](#)

632.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Pablo-No's solution](#)

633.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Pablo-No's solution](#)

634.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · last AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

635.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

636.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

637.

106178E

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

Rating: — · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

638.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Pablo-No's solution](#)

639.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Pablo-No's solution](#)

640.

106178B

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

Rating: — · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Pablo-No's solution](#)

641.

106178F

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

Rating: — · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Pablo-No's solution](#)

642.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Pablo-No's solution](#)

643.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Pablo-No's solution](#)

644.

106252A

[Square Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Pablo-No's solution](#)

645.

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Pablo-No's solution](#)

646.

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Pablo-No's solution](#)

647.

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Pablo-No's solution](#)

648.

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Pablo-No's solution](#)

649.

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

650.

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

651.

106193L

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

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

652.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

653.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

654.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

655.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

656.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · PyPy 3-64 (first AC) · Tags: —

[Pablo-No's solution](#)

657.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

658.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

659.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

660.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

661.

104797G

[Lines in a grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

662.

104797L

[Systematic salesman](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

663.

104797E

[Fishing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

664.

104797I

[Regional development](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

665.

104797D

[DJ Darko](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

666.

104797A

[Airline](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

667.

104797K

[Single-track railway](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

668.

104797F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

669.

101669B

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670.

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671.

101669L

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

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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672.

101669J

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673.

101669K

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[Pablo-No's solution](#)

675.

101669F

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

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

676.

101669A

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Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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677.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

678.

105384I

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

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

679.

105384H

[Highway Hoax](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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680.

105384J

[Jesse's Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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681.

105384C

[Chemistry Class](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

682.

105384E

[Equalizer Ehrmantraut](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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683.

105384G

[Goodman](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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684.

105384A

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Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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685.

105384D

[Daily Disinfection](#) · [Tutorial](#)

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686.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

687.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

688.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

689.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

690.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

691.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

692.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

693.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

694.

105471F

[An Easy Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

695.

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

696.

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

697.

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

698.

105471L

[Prism Palace](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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699.

103098K

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

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

700.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

701.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

702.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

703.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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704.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

705.

102501A

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

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

[Pablo-No's solution](#)

706.

102501J

[Counting Trees](#) · [Tutorial](#)

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

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707.

102501D

[Gnalcats](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

708.

102501K

[Birdwatching](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

709.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

710.

102501C

[Ants](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

711.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

712.

102501B

[Biodiversity](#) · [Tutorial](#)

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

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713.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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714.

102465F

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Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

715.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

716.

102465G

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Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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717.

102465I

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718.

102465K

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Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

719.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

720.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

721.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

722.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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723.

105465F

[Fast XORting](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

724.

105465K

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

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

[Pablo-No's solution](#)

725.

105465E

[Eliminate Tree](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

726.

105465J

[Jackpot](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

727.

105465M

[Max Minus Min](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

728.

105465B

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

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

[Pablo-No's solution](#)

729.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

730.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

731.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

732.

104334D

[LaLa and Magic Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

733.

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

734.

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

735.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

736.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

737.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

738.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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739.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

740.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

741.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pablo-No's solution](#)

742.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

743.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

744.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

745.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

746.

101635G

[Cordon Bleu](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

747.

101635E

[Ingredients](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

748.

101635C

[Macarons](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

749.

101635K

[Blowing Candles](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

750.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

751.

101635F

[Shattered Cake](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

752.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

753.

105387C

[Martian Meteorology](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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754.

105387I

[Line pinball](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

755.

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

756.

105387E

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

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

757.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

758.

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

759.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

760.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

761.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

762.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

763.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

764.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

765.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

766.

104873L

[LED-led Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

767.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Pablo-No's solution](#)

768.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[Pablo-No's solution](#)

769.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

770.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

771.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

772.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

773.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

774.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

775.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

776.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

777.

104172L

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

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

778.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

779.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

780.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

781.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

782.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pablo-No's solution](#)

783.

105112G

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104869I

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811.

104925B

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813.

104633A

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Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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814.

104633G

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815.

104633C

[Domes](#) · [Tutorial](#)

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821.

104757I

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822.

104757B

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824.

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825.

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826.

104757D

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827.

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828.

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829.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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830.

101964I

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Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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831.

101964G

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832.

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[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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833.

101964B

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Rating: — · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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834.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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835.

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836.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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837.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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838.

104813B

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Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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839.

104813M

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840.

104976G

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841.

104976H

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Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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842.

104976M

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Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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843.

104976J

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844.

104976D

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104832E

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846.

104832K

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847.

104832G

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848.

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104901A

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104901M

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869.

104901G

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870.

104901I

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Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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871.

104901D

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104849A

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882.

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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883.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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884.

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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885.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

886.

104874J

[Just the Last Digit](#) · [Tutorial](#)

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104874M

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889.

104874A

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104891D

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891.

104891A

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892.

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893.

104891J

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104875J

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899.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

900.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

901.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

902.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

903.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

904.

101623K

[Knockout Tournament](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

905.

101623I

[Installing Apps](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

906.

101623G

[Glyph Recognition](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

907.

101623D

[Dunglish](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

908.

101623H

[High Score](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

909.

101623B

[Boss Battle](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

910.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

911.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

912.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

913.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

914.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

915.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

916.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

917.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

918.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

919.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

920.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

921.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

922.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

923.

103049C

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

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

924.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

925.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

926.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

927.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

928.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

929.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

930.

104252K

[Kind Baker](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

931.

104252L

[Lazy Printing](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

932.

104252H

[Horse Race](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

933.

104252C

[City Folding](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

934.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

935.

104252A

[Asking for Money](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

936.

104252M

[Maze in Bolt](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

937.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · MS C++ 2017 (first AC) · Tags: —

[Pablo-No's solution](#)

938.

104252E

[Empty Squares](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

939.

101164K

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

940.

101164A

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Pablo-No's solution](#)

941.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Pablo-No's solution](#)

942.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Pablo-No's solution](#)

943.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Pablo-No's solution](#)

944.

104772G

[Game of Nim](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

945.

104772J

[Jumping Frogs](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

946.

104772D

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

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

[Pablo-No's solution](#)

947.

104772K

[Kitchen Timer](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

948.

104772M

[Missing Vowels](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

949.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

950.

104713H

[Pickpockets](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

951.

104713E

[Tobacco Growing](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

952.

104713D

[Excavation](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

953.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

954.

104713I

[Storage Problems](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

955.

104713F

[Rescue Mission](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

956.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

957.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

958.

104090C

[No Bug No Game](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

959.

104090K

[Master of Both](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

960.

104090D

[Money Game](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

961.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

962.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

963.

104736F

[Forward and Backward](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

964.

104736I

[Inversions](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

965.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

966.

104736B

[Blackboard Game](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

967.

104736M

[Meeting Point](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

968.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

969.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

970.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

971.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

972.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

973.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

974.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

975.

102392G

[Projection](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

976.

102392D

[Cycle String?](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

977.

102392I

[Absolute Game](#) · [Tutorial](#)

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

[Pablo-No's solution](#)

978.

101309F

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

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

979.

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

980.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

981.

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

982.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

983.

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

984.

104435C

[Dethrone Antares Now](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

985.

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

986.

104435G

[Irreversible Events](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

987.

104435B

[Cult of Wah!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

988.

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

989.

104435J

[Sensor Logs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

990.

104435M

[TheBuzz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

991.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

992.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

993.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

994.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

995.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

996.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

997.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

998.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

999.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

1000.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

1001.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

1002.

104614B

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

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

1003.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

1004.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

1005.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pablo-No's solution](#)

1006.

104520C

[Largest Palindromic Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

1007.

104520B

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

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

1008.

104520A

[Who is cooking?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

1009.

104287A

[Are you busy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · Python 3 (first AC) · Tags: —

[Pablo-No's solution](#)

1010.

104324I

[Broken sword](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pablo-No's solution](#)

1011.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[Pablo-No's solution](#)