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Unique solved — Papaulo

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

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Filters: none

Count: 1,354

- 1.**
2217A
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Quality: 21,807 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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- 2.**
2218C
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Quality: 26,469 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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- 3.**
2218B
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- 4.**
2218A
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Quality: 34,951 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math
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- 5.**
1632A
[ABC](#) · [Tutorial](#)
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- 6.**
1527A
[And Then There Were K](#) · [Tutorial](#)
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- 7.**
2210A
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Quality: 22,254 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
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- 8.**
2211A
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- 9.**
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10.

2039A

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11.

2209A

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12.

2204A

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13.

2204B

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14.

2207A

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15.

2084A

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16.

2061A

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17.

2062A

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18.

2096A

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19.

2185B

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20.

2185A

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21.

2124A

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22.

1623A

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23.

1790A

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24.

1790B

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25.

1980A

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26.

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28.

2200A

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29.

2205B

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30.

2205A

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31.

2203A

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32.

1736A

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33.

2192A

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34.

1863A

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35.

2106A

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36.

1712B

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37.

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38.

2193B

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39.

2193A

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40.

1998A

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- 41.**
1216A
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2184A
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1249A
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1811A
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2183A
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2057A
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Quality: 27,512 global accepts · Rating: 800 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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2178A
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2053A
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2179B
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Quality: 28,342 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
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- 50.**
2179A
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2176A
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52.

2162A

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53.

2171A

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54.

2180B

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55.

2180A

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56.

2035A

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57.

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58.

2048A

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59.

2158A

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60.

2157A

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61.

2163A

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62.

2164A

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63.

2147A

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64.

2161A

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65.

2167C

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66.

2167B

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67.

2167A

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68.

1909A

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Quality: 18,929 global accepts · Rating: 800 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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69.

1991A

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70.

2156A

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

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71.

2154A

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72.

2160A

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73.

2153B

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74.

2153A

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75.

2145A

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76.

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77.

2146A

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78.

2143A

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79.

2144A

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Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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80.

2140A

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81.

2139B

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82.

2139A

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83.

2136A

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84.

2137A

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2027A

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86.

2074B

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87.

2074A

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88.

2093A

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89.

2132A

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90.

2123B

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91.

2123A

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Quality: 41,695 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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92.

2131B

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93.

2131A

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94.

2125A

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95.

1462B

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96.

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97.

1744B

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Quality: 24,898 global accepts · Rating: 800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Papaulo's solution](#)

98.

1744A

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

Quality: 28,778 global accepts · Rating: 800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Papaulo's solution](#)

99.

2122A

[Greedy Grid](#) · [Tutorial](#)

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

[Papaulo's solution](#)

100.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,706 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Papaulo's solution](#)

101.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,025 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Papaulo's solution](#)

102.

2126B

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

Quality: 37,701 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Papaulo's solution](#)

103.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,094 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Papaulo's solution](#)

104.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,099 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Papaulo's solution](#)

105.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Papaulo's solution](#)

106.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,286 global accepts · Rating: 800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Papaulo's solution](#)

107.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,171 global accepts · Rating: 800 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Papaulo's solution](#)

108.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Papaulo's solution](#)

109.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,953 global accepts · Rating: 800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Papaulo's solution](#)

110.

2008C

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

Quality: 36,483 global accepts · Rating: 800 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Papaulo's solution](#)

111.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, strings

[Papaulo's solution](#)

112.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,793 global accepts · Rating: 800 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Papaulo's solution](#)

113.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,207 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Papaulo's solution](#)

114.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,560 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[Papaulo's solution](#)

115.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[Papaulo's solution](#)

116.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Papaulo's solution](#)

117.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[Papaulo's solution](#)

118.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[Papaulo's solution](#)

119.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,383 global accepts · Rating: 900 · first AC: 2025-09-02 · last AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[Papaulo's solution](#)

120.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,866 global accepts · Rating: 900 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Papaulo's solution](#)

121.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[Papaulo's solution](#)

122.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,593 global accepts · Rating: 900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[Papaulo's solution](#)

123.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[Papaulo's solution](#)

124.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Papaulo's solution](#)

125.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,103 global accepts · Rating: 900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Papaulo's solution](#)

126.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Papaulo's solution](#)

127.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Papaulo's solution](#)

128.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

129.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Papaulo's solution](#)

130.

2140B

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

Quality: 22,137 global accepts · Rating: 900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Papaulo's solution](#)

131.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,933 global accepts · Rating: 900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Papaulo's solution](#)

132.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,474 global accepts · Rating: 900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Papaulo's solution](#)

133.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Papaulo's solution](#)

134.

2132B

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

Quality: 33,553 global accepts · Rating: 900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Papaulo's solution](#)

135.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Papaulo's solution](#)

136.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[Papaulo's solution](#)

137.

2060C

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

Quality: 32,076 global accepts · Rating: 900 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[Papaulo's solution](#)

138.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,502 global accepts · Rating: 900 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Papaulo's solution](#)

139.

1475B

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

Quality: 57,259 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Papaulo's solution](#)

140.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Papaulo's solution](#)

141.

1632B

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

Quality: 31,540 global accepts · Rating: 1000 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[Papaulo's solution](#)

142.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Papaulo's solution](#)

143.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,409 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Papaulo's solution](#)

144.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Papaulo's solution](#)

145.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Papaulo's solution](#)

146.

2203B

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

Quality: 14,306 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Papaulo's solution](#)

147.

2192B

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

Quality: 14,554 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Papaulo's solution](#)

148.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,723 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Papaulo's solution](#)

149.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Papaulo's solution](#)

150.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, math

[Papaulo's solution](#)

151.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Papaulo's solution](#)

152.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Papaulo's solution](#)

153.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,907 global accepts · Rating: 1000 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[Papaulo's solution](#)

154.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,913 global accepts · Rating: 1000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Papaulo's solution](#)

155.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Papaulo's solution](#)

156.

2147B

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

Quality: 16,970 global accepts · Rating: 1000 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Papaulo's solution](#)

157.

2167D

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

Quality: 30,210 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[Papaulo's solution](#)

158.

2156B

[Strange Machine](#) · [Tutorial](#)

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

[Papaulo's solution](#)

159.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

160.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,553 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Papaulo's solution](#)

161.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,916 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Papaulo's solution](#)

162.

2144B

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

Quality: 18,473 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

163.

2093C

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

Quality: 30,847 global accepts · Rating: 1000 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Papaulo's solution](#)

164.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Papaulo's solution](#)

165.

2132C1

[The Cunning Seller \(easy version\) · Tutorial](#)

Quality: 27,738 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Papaulo's solution](#)

166.

2123C

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

Quality: 30,887 global accepts · Rating: 1000 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Papaulo's solution](#)

167.

1744C

[Traffic Light · Tutorial](#)

Quality: 44,104 global accepts · Rating: 1000 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers

[Papaulo's solution](#)

168.

2091C

[Combination Lock · Tutorial](#)

Quality: 28,839 global accepts · Rating: 1000 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

169.

2060B

[Farmer John's Card Game · Tutorial](#)

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Papaulo's solution](#)

170.

2114C

[Need More Arrays · Tutorial](#)

Quality: 30,894 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Papaulo's solution](#)

171.

2218D

[The 67th OEIS Problem · Tutorial](#)

Quality: 18,442 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Papaulo's solution](#)

172.

2211B

[Mickey Mouse Constructive · Tutorial](#)

Quality: 11,642 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Papaulo's solution](#)

173.

1994B

[Fun Game · Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Papaulo's solution](#)

174.

2084B

[MIN = GCD · Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Papaulo's solution](#)

175.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[Papaulo's solution](#)

176.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[Papaulo's solution](#)

177.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1100 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
[Papaulo's solution](#)

178.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Papaulo's solution](#)

179.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[Papaulo's solution](#)

180.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,540 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Papaulo's solution](#)

181.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,577 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[Papaulo's solution](#)

182.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,111 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Papaulo's solution](#)

183.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,861 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
[Papaulo's solution](#)

184.

1811C

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

Quality: 22,230 global accepts · Rating: 1100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Papaulo's solution](#)

185.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

186.

2179C

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

Quality: 22,305 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[Papaulo's solution](#)

187.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,330 global accepts · Rating: 1100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Papaulo's solution](#)

188.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[Papaulo's solution](#)

189.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Papaulo's solution](#)

190.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Papaulo's solution](#)

191.

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,762 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Papaulo's solution](#)

192.

2155B

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

Quality: 16,990 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Papaulo's solution](#)

193.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Papaulo's solution](#)

194.

2139C

[Cake Assignment](#) · [Tutorial](#)

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

[Papaulo's solution](#)

195.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Papaulo's solution](#)

196.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Papaulo's solution](#)

197.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Papaulo's solution](#)

198.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,625 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Papaulo's solution](#)

199.

2125C

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

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

[Papaulo's solution](#)

200.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Papaulo's solution](#)

201.

2126C

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

Quality: 26,285 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Papaulo's solution](#)

202.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,466 global accepts · Rating: 1100 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings

[Papaulo's solution](#)

203.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,201 global accepts · Rating: 1100 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Papaulo's solution](#)

204.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math

[Papaulo's solution](#)

205.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[Papaulo's solution](#)

206.

2210C1

[A Simple GCD Problem \(Easy Version\) · Tutorial](#)

Quality: 12,821 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Papaulo's solution](#)

207.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Papaulo's solution](#)

208.

1042B

[Vitamins · Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Papaulo's solution](#)

209.

2062C

[Cirno and Operations · Tutorial](#)

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Papaulo's solution](#)

210.

1790D

[Matryoshkas · Tutorial](#)

Quality: 31,569 global accepts · Rating: 1200 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Papaulo's solution](#)

211.

1736B

[Playing with GCD · Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Papaulo's solution](#)

212.

2196A

[Game with a Fraction · Tutorial](#)

Quality: 15,833 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Papaulo's solution](#)

213.

461A

[Appleman and Toastman · Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Papaulo's solution](#)

214.

2190A

[Sorting Game · Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Papaulo's solution](#)

215.

1559C

[Mocha and Hiking · Tutorial](#)

Quality: 22,816 global accepts · Rating: 1200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

graphs

[Papaulo's solution](#)

216.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Papaulo's solution](#)

217.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Papaulo's solution](#)

218.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Papaulo's solution](#)

219.

2048C

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

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Papaulo's solution](#)

220.

2174A

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

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Papaulo's solution](#)

221.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,951 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Papaulo's solution](#)

222.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Papaulo's solution](#)

223.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Papaulo's solution](#)

224.

2136C

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

Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Papaulo's solution](#)

225.

2137D

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

Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Papaulo's solution](#)

226.

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Papaulo's solution](#)

227.

1744D

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

Quality: 24,524 global accepts · Rating: 1200 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Papaulo's solution](#)

228.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,495 global accepts · Rating: 1200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Papaulo's solution](#)

229.

2126D

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

Quality: 24,018 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Papaulo's solution](#)

230.

2121C

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

Quality: 21,748 global accepts · Rating: 1200 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Papaulo's solution](#)

231.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[Papaulo's solution](#)

232.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Papaulo's solution](#)

233.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,556 global accepts · Rating: 1200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[Papaulo's solution](#)

234.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Papaulo's solution](#)

235.

2211C1

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

Quality: 9,117 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

greedy, two pointers

[Papaulo's solution](#)

236.

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Papaulo's solution](#)

237.

1980C

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

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

238.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Papaulo's solution](#)

239.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,793 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Papaulo's solution](#)

240.

2201A1

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

Quality: 11,058 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Papaulo's solution](#)

241.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Papaulo's solution](#)

242.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Papaulo's solution](#)

243.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Papaulo's solution](#)

244.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Papaulo's solution](#)

245.

2187A

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

Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Papaulo's solution](#)

246.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,207 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[Papaulo's solution](#)

247.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Papaulo's solution](#)

248.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, math

[Papaulo's solution](#)

249.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Papaulo's solution](#)

250.

2179D

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

Quality: 13,515 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Papaulo's solution](#)

251.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,723 global accepts · Rating: 1300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Papaulo's solution](#)

252.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Papaulo's solution](#)

253.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Papaulo's solution](#)

254.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

255.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Papaulo's solution](#)

256.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Papaulo's solution](#)

257.

2145C

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

Quality: 15,404 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Papaulo's solution](#)

258.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,702 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Papaulo's solution](#)

259.

2146C

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

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

[Papaulo's solution](#)

260.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Papaulo's solution](#)

261.

2144C

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

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

262.

2091E

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

Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[Papaulo's solution](#)

263.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,208 global accepts · Rating: 1300 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Papaulo's solution](#)

264.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,886 global accepts · Rating: 1300 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Papaulo's solution](#)

265.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Papaulo's solution](#)

266.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Papaulo's solution](#)

267.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[Papaulo's solution](#)

268.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Papaulo's solution](#)

269.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Papaulo's solution](#)

270.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Papaulo's solution](#)

271.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

272.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Papaulo's solution](#)

273.

2190B1

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

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Papaulo's solution](#)

274.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Papaulo's solution](#)

275.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, dsu, graphs, greedy, trees

[Papaulo's solution](#)

276.

2162D

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

Quality: 12,367 global accepts · Rating: 1400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Papaulo's solution](#)

277.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[Papaulo's solution](#)

278.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,846 global accepts · Rating: 1400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[Papaulo's solution](#)

279.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Papaulo's solution](#)

280.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Papaulo's solution](#)

281.

1860C

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

Quality: 15,565 global accepts · Rating: 1400 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[Papaulo's solution](#)

282.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Papaulo's solution](#)

283.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,257 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Papaulo's solution](#)

284.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 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

[Papaulo's solution](#)

285.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

data structures, dsu, greedy, math, sortings

[Papaulo's solution](#)

286.

2156C

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

Quality: 12,287 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Papaulo's solution](#)

287.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,546 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Papaulo's solution](#)

288.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Papaulo's solution](#)

289.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1400 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[Papaulo's solution](#)

290.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,338 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Papaulo's solution](#)

291.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Papaulo's solution](#)

292.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[Papaulo's solution](#)

293.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Papaulo's solution](#)

294.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Papaulo's solution](#)

295.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,021 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Papaulo's solution](#)

296.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Papaulo's solution](#)

297.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Papaulo's solution](#)

298.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Papaulo's solution](#)

299.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,212 global accepts · Rating: 1400 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, math

[Papaulo's solution](#)

300.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, games

[Papaulo's solution](#)

301.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,288 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Papaulo's solution](#)

302.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,225 global accepts · Rating: 1500 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Papaulo's solution](#)

303.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,072 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[Papaulo's solution](#)

304.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Papaulo's solution](#)

305.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,039 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks,

greedy, math

[Papaulo's solution](#)

306.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Papaulo's solution](#)

307.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Papaulo's solution](#)

308.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Papaulo's solution](#)

309.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Papaulo's solution](#)

310.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Papaulo's solution](#)

311.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Papaulo's solution](#)

312.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2026-01-11 · last AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, number theory

[Papaulo's solution](#)

313.

2183D1

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

Quality: 8,857 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

[Papaulo's solution](#)

314.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Papaulo's solution](#)

315.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Papaulo's solution](#)

316.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Papaulo's solution](#)

317.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Papaulo's solution](#)

318.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 1500 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Papaulo's solution](#)

319.

2153C

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

Quality: 11,777 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Papaulo's solution](#)

320.

2155C

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

Quality: 10,256 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Papaulo's solution](#)

321.

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Papaulo's solution](#)

322.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[Papaulo's solution](#)

323.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Papaulo's solution](#)

324.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and

similar, dp, graphs, greedy

[Papaulo's solution](#)

325.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Papaulo's solution](#)

326.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[Papaulo's solution](#)

327.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

328.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 1500 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Papaulo's solution](#)

329.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Papaulo's solution](#)

330.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Papaulo's solution](#)

331.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, hashing, number theory

[Papaulo's solution](#)

332.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,760 global accepts · Rating: 1500 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Papaulo's solution](#)

333.

2060E

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

Quality: 12,254 global accepts · Rating: 1500 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Papaulo's solution](#)

334.

2121E

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

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Papaulo's solution](#)

335.

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Papaulo's solution](#)

336.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Papaulo's solution](#)

337.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Papaulo's solution](#)

338.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Papaulo's solution](#)

339.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, two pointers

[Papaulo's solution](#)

340.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Papaulo's solution](#)

341.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Papaulo's solution](#)

342.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Papaulo's solution](#)

343.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Papaulo's solution](#)

344.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[Papaulo's solution](#)

345.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings
[Papaulo's solution](#)

346.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2026-02-26 · last AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math
[Papaulo's solution](#)

347.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[Papaulo's solution](#)

348.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,465 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[Papaulo's solution](#)

349.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Papaulo's solution](#)

350.

1811D

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

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[Papaulo's solution](#)

351.

2162E

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

Quality: 9,338 global accepts · Rating: 1600 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules
[Papaulo's solution](#)

352.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[Papaulo's solution](#)

353.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[Papaulo's solution](#)

354.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Papaulo's solution](#)

355.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Papaulo's solution](#)

356.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Papaulo's solution](#)

357.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[Papaulo's solution](#)

358.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[Papaulo's solution](#)

359.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[Papaulo's solution](#)

360.

1904D1

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

Quality: 8,623 global accepts · Rating: 1600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Papaulo's solution](#)

361.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

362.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[Papaulo's solution](#)

363.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Papaulo's solution](#)

364.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings

[Papaulo's solution](#)

365.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation

[Papaulo's solution](#)

366.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1600 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp

[Papaulo's solution](#)

367.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Papaulo's solution](#)

368.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings

[Papaulo's solution](#)

369.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Papaulo's solution](#)

370.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, sortings

[Papaulo's solution](#)

371.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,672 global accepts · Rating: 1600 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings

[Papaulo's solution](#)

372.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Papaulo's solution](#)

373.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Papaulo's solution](#)

374.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Papaulo's solution](#)

375.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Papaulo's solution](#)

376.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Papaulo's solution](#)

377.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1700 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[Papaulo's solution](#)

378.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Papaulo's solution](#)

379.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Papaulo's solution](#)

380.

2203D

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

Quality: 5,436 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[Papaulo's solution](#)

381.

2201B

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

Quality: 4,958 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Papaulo's solution](#)

382.

2201A2

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

Quality: 5,090 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Papaulo's solution](#)

383.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Papaulo's solution](#)

384.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2026-02-04 · last AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Papaulo's solution](#)

385.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Papaulo's solution](#)

386.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Papaulo's solution](#)

387.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Papaulo's solution](#)

388.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, shortest paths

[Papaulo's solution](#)

389.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, strings

[Papaulo's solution](#)

390.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Papaulo's solution](#)

391.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Papaulo's solution](#)

392.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Papaulo's solution](#)

393.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy,

math

[Papaulo's solution](#)

394.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Papaulo's solution](#)

395.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Papaulo's solution](#)

396.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Papaulo's solution](#)

397.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Papaulo's solution](#)

398.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Papaulo's solution](#)

399.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Papaulo's solution](#)

400.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Papaulo's solution](#)

401.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Papaulo's solution](#)

402.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Papaulo's solution](#)

403.

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy, sortings, ternary search

[Papaulo's solution](#)

404.

2123F

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

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Papaulo's solution](#)

405.

977F

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

Quality: 25,132 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

406.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Papaulo's solution](#)

407.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Papaulo's solution](#)

408.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings

[Papaulo's solution](#)

409.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Papaulo's solution](#)

410.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 1700 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

411.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[Papaulo's solution](#)

412.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2026-04-12 · last AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Papaulo's solution](#)

413.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Papaulo's solution](#)

414.

2211C2

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

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Papaulo's solution](#)

415.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Papaulo's solution](#)

416.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Papaulo's solution](#)

417.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Papaulo's solution](#)

418.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,309 global accepts · Rating: 1800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Papaulo's solution](#)

419.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees

[Papaulo's solution](#)

420.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2026-02-23 · last AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Papaulo's solution](#)

421.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Papaulo's solution](#)

422.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Papaulo's solution](#)

423.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Papaulo's solution](#)

424.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Papaulo's solution](#)

425.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Papaulo's solution](#)

426.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Papaulo's solution](#)

427.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Papaulo's solution](#)

428.

1732C1

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

Quality: 7,577 global accepts · Rating: 1800 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Papaulo's solution](#)

429.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Papaulo's solution](#)

430.

2179E

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

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Papaulo's solution](#)

431.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,763 global accepts · Rating: 1800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Papaulo's solution](#)

432.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Papaulo's solution](#)

433.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Papaulo's solution](#)

434.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Papaulo's solution](#)

435.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Papaulo's solution](#)

436.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Papaulo's solution](#)

437.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Papaulo's solution](#)

438.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Papaulo's solution](#)

439.

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Papaulo's solution](#)

440.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Papaulo's solution](#)

441.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[Papaulo's solution](#)

442.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Papaulo's solution](#)

443.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,180 global accepts · Rating: 1800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Papaulo's solution](#)

444.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Papaulo's solution](#)

445.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Papaulo's solution](#)

446.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, strings

[Papaulo's solution](#)

447.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Papaulo's solution](#)

448.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Papaulo's solution](#)

449.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[Papaulo's solution](#)

450.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,045 global accepts · Rating: 1800 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, math, number theory

[Papaulo's solution](#)

451.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Papaulo's solution](#)

452.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Papaulo's solution](#)

453.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Papaulo's solution](#)

454.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Papaulo's solution](#)

455.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, sortings

[Papaulo's solution](#)

456.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,126 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Papaulo's solution](#)

457.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[Papaulo's solution](#)

458.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, two pointers

[Papaulo's solution](#)

459.

221D

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

Rating: 1800 · first AC: 2025-04-26 · last AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Papaulo's solution](#)

460.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Papaulo's solution](#)

461.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Papaulo's solution](#)

462.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Papaulo's solution](#)

463.

1980F1

[Field Division \(easy version\) · Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings

[Papaulo's solution](#)

464.

2200F

[Mooclear Reactor 2 · Tutorial](#)

Quality: 2,892 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Papaulo's solution](#)

465.

2066B

[White Magic · Tutorial](#)

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Papaulo's solution](#)

466.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Papaulo's solution](#)

467.

2077B

[Finding OR Sum · Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Papaulo's solution](#)

468.

1601B

[Frog Traveler · Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Papaulo's solution](#)

469.

1181C

[Flag · Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Papaulo's solution](#)

470.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Papaulo's solution](#)

471.

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Papaulo's solution](#)

472.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

constructive algorithms, greedy, implementation

[Papaulo's solution](#)

473.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Papaulo's solution](#)

474.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,897 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Papaulo's solution](#)

475.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Papaulo's solution](#)

476.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Papaulo's solution](#)

477.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Papaulo's solution](#)

478.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Papaulo's solution](#)

479.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Papaulo's solution](#)

480.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

481.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Papaulo's solution](#)

482.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices

[Papaulo's solution](#)

483.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Papaulo's solution](#)

484.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Papaulo's solution](#)

485.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Papaulo's solution](#)

486.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Papaulo's solution](#)

487.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Papaulo's solution](#)

488.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

[Papaulo's solution](#)

489.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Papaulo's solution](#)

490.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,157 global accepts · Rating: 1900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[Papaulo's solution](#)

491.

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Papaulo's solution](#)

492.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Papaulo's solution](#)

493.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Papaulo's solution](#)

494.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Papaulo's solution](#)

495.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Papaulo's solution](#)

496.

835D

[Palindromic characteristics](#) · [Tutorial](#)

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, strings

[Papaulo's solution](#)

497.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu

[Papaulo's solution](#)

498.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

499.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

500.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Papaulo's solution](#)

501.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Papaulo's solution](#)

502.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Papaulo's solution](#)

503.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Papaulo's solution](#)

504.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Papaulo's solution](#)

505.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Papaulo's solution](#)

506.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Papaulo's solution](#)

507.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,845 global accepts · Rating: 1900 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Papaulo's solution](#)

508.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, sortings

[Papaulo's solution](#)

509.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Papaulo's solution](#)

510.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Papaulo's solution](#)

511.

2215B

[RReeppeettiittiiioonn](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Papaulo's solution](#)

512.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Papaulo's solution](#)

513.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Papaulo's solution](#)

514.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, trees

[Papaulo's solution](#)

515.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Papaulo's solution](#)

516.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Papaulo's solution](#)

517.

2096D

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

Quality: 5,606 global accepts · Rating: 2000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Papaulo's solution](#)

518.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Papaulo's solution](#)

519.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, sortings

[Papaulo's solution](#)

520.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Papaulo's solution](#)

521.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Papaulo's solution](#)

522.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation
[Papaulo's solution](#)

523.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[Papaulo's solution](#)

524.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[Papaulo's solution](#)

525.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2026-01-27 · last AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: games
[Papaulo's solution](#)

526.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy
[Papaulo's solution](#)

527.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[Papaulo's solution](#)

528.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[Papaulo's solution](#)

529.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
[Papaulo's solution](#)

530.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[Papaulo's solution](#)

531.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[Papaulo's solution](#)

532.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Papaulo's solution](#)

533.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Papaulo's solution](#)

534.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Papaulo's solution](#)

535.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Papaulo's solution](#)

536.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Papaulo's solution](#)

537.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Papaulo's solution](#)

538.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Papaulo's solution](#)

539.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Papaulo's solution](#)

540.

2139E2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[Papaulo's solution](#)

541.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Papaulo's solution](#)

542.

1142B

[Lynryd Skynyrd · Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Papaulo's solution](#)

543.

1525C

[Robot Collisions · Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[Papaulo's solution](#)

544.

1082E

[Increasing Frequency · Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Papaulo's solution](#)

545.

2126F

[1-1-1, Free Tree! · Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Papaulo's solution](#)

546.

412D

[Giving Awards · Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Papaulo's solution](#)

547.

1744F

[MEX vs MED · Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, two pointers

[Papaulo's solution](#)

548.

1288D

[Minimax Problem · Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, dp

[Papaulo's solution](#)

549.

1690G

[Count the Trains · Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Papaulo's solution](#)

550.

1638D

[Big Brush · Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Papaulo's solution](#)

551.

1256E

[Yet Another Division Into Teams · Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Papaulo's solution](#)

552.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Papaulo's solution](#)

553.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Papaulo's solution](#)

554.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[Papaulo's solution](#)

555.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2026-04-18 · last AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Papaulo's solution](#)

556.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[Papaulo's solution](#)

557.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[Papaulo's solution](#)

558.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[Papaulo's solution](#)

559.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Papaulo's solution](#)

560.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Papaulo's solution](#)

561.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Papaulo's solution](#)

562.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

563.

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Papaulo's solution](#)

564.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Papaulo's solution](#)

565.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Papaulo's solution](#)

566.

1790F

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

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2026-03-01 · last AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Papaulo's solution](#)

567.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Papaulo's solution](#)

568.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Papaulo's solution](#)

569.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Papaulo's solution](#)

570.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math

[Papaulo's solution](#)

571.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math,

sortings

[Papaulo's solution](#)

572.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Papaulo's solution](#)

573.

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Papaulo's solution](#)

574.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Papaulo's solution](#)

575.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

576.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Papaulo's solution](#)

577.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Papaulo's solution](#)

578.

2183D2

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

Quality: 2,498 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

[Papaulo's solution](#)

579.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Papaulo's solution](#)

580.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Papaulo's solution](#)

581.

1920E

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

582.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Papaulo's solution](#)

583.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Papaulo's solution](#)

584.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Papaulo's solution](#)

585.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Papaulo's solution](#)

586.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Papaulo's solution](#)

587.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Papaulo's solution](#)

588.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Papaulo's solution](#)

589.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[Papaulo's solution](#)

590.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[Papaulo's solution](#)

591.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

592.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,707 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings

[Papaulo's solution](#)

593.

1808D

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

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Papaulo's solution](#)

594.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Papaulo's solution](#)

595.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Papaulo's solution](#)

596.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2026-01-05 · last AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Papaulo's solution](#)

597.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Papaulo's solution](#)

598.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Papaulo's solution](#)

599.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, strings

[Papaulo's solution](#)

600.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2026-01-03 · last AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp,

games, greedy, implementation

[Papaulo's solution](#)

601.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Papaulo's solution](#)

602.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Papaulo's solution](#)

603.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Papaulo's solution](#)

604.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Papaulo's solution](#)

605.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Papaulo's solution](#)

606.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

607.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[Papaulo's solution](#)

608.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Papaulo's solution](#)

609.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Papaulo's solution](#)

610.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Papaulo's solution](#)

611.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Papaulo's solution](#)

612.

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Papaulo's solution](#)

613.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Papaulo's solution](#)

614.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Papaulo's solution](#)

615.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dp, greedy, trees

[Papaulo's solution](#)

616.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Papaulo's solution](#)

617.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Papaulo's solution](#)

618.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Papaulo's solution](#)

619.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Papaulo's solution](#)

620.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,645 global accepts · Rating: 2100 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Papaulo's solution](#)

621.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

622.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Papaulo's solution](#)

623.

1840G1

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

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2026-01-11 · last AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Papaulo's solution](#)

624.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[Papaulo's solution](#)

625.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Papaulo's solution](#)

626.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Papaulo's solution](#)

627.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Papaulo's solution](#)

628.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Papaulo's solution](#)

629.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Papaulo's solution](#)

630.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[Papaulo's solution](#)

631.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Papaulo's solution](#)

632.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Papaulo's solution](#)

633.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Papaulo's solution](#)

634.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Papaulo's solution](#)

635.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Papaulo's solution](#)

636.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Papaulo's solution](#)

637.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Papaulo's solution](#)

638.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Papaulo's solution](#)

639.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2200 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Papaulo's solution](#)

640.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,116 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Papaulo's solution](#)

641.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Papaulo's solution](#)

642.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Papaulo's solution](#)

643.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Papaulo's solution](#)

644.

858E

[Tests Renumeration](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Papaulo's solution](#)

645.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Papaulo's solution](#)

646.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Papaulo's solution](#)

647.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2026-02-08 · last AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Papaulo's solution](#)

648.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Papaulo's solution](#)

649.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[Papaulo's solution](#)

650.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Papaulo's solution](#)

651.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2026-02-08 · last AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[Papaulo's solution](#)

652.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Papaulo's solution](#)

653.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Papaulo's solution](#)

654.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Papaulo's solution](#)

655.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Papaulo's solution](#)

656.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2026-02-07 · last AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Papaulo's solution](#)

657.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Papaulo's solution](#)

658.

2000H

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

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Papaulo's solution](#)

659.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and

similar, trees

[Papaulo's solution](#)

660.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Papaulo's solution](#)

661.

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Papaulo's solution](#)

662.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Papaulo's solution](#)

663.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2026-02-06 · last AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Papaulo's solution](#)

664.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[Papaulo's solution](#)

665.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

666.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Papaulo's solution](#)

667.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Papaulo's solution](#)

668.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

669.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Papaulo's solution](#)

670.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Papaulo's solution](#)

671.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings

[Papaulo's solution](#)

672.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[Papaulo's solution](#)

673.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2026-02-04 · last AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Papaulo's solution](#)

674.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Papaulo's solution](#)

675.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Papaulo's solution](#)

676.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Papaulo's solution](#)

677.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Papaulo's solution](#)

678.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2026-02-03 · last AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, number theory

[Papaulo's solution](#)

679.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

680.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2026-02-02 · last AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[Papaulo's solution](#)

681.

1607H

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

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2026-02-02 · last AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Papaulo's solution](#)

682.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2026-02-02 · last AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Papaulo's solution](#)

683.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Papaulo's solution](#)

684.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[Papaulo's solution](#)

685.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Papaulo's solution](#)

686.

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games

[Papaulo's solution](#)

687.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2026-01-30 · C# 13 (first AC) · Tags: combinatorics, dp, number theory

[Papaulo's solution](#)

688.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Papaulo's solution](#)

689.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp

[Papaulo's solution](#)

690.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[Papaulo's solution](#)

691.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Papaulo's solution](#)

692.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Papaulo's solution](#)

693.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Papaulo's solution](#)

694.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Papaulo's solution](#)

695.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs

[Papaulo's solution](#)

696.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Papaulo's solution](#)

697.

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Papaulo's solution](#)

698.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
[Papaulo's solution](#)

699.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Papaulo's solution](#)

700.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Papaulo's solution](#)

701.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Papaulo's solution](#)

702.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[Papaulo's solution](#)

703.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Papaulo's solution](#)

704.

2126G1

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

Quality: 2,483 global accepts · Rating: 2200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Papaulo's solution](#)

705.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Papaulo's solution](#)

706.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, interactive

[Papaulo's solution](#)

707.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Papaulo's solution](#)

708.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Papaulo's solution](#)

709.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Papaulo's solution](#)

710.

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Papaulo's solution](#)

711.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Papaulo's solution](#)

712.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Papaulo's solution](#)

713.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Papaulo's solution](#)

714.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Papaulo's solution](#)

715.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[Papaulo's solution](#)

716.

2179G

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

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[Papaulo's solution](#)

717.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Papaulo's solution](#)

718.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Papaulo's solution](#)

719.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Papaulo's solution](#)

720.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[Papaulo's solution](#)

721.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Papaulo's solution](#)

722.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Papaulo's solution](#)

723.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Papaulo's solution](#)

724.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Papaulo's solution](#)

725.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Papaulo's solution](#)

726.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Papaulo's solution](#)

727.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Papaulo's solution](#)

728.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Papaulo's solution](#)

729.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Papaulo's solution](#)

730.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Papaulo's solution](#)

731.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Papaulo's solution](#)

732.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,283 global accepts · Rating: 2200 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

733.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[Papaulo's solution](#)

734.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Papaulo's solution](#)

735.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Papaulo's solution](#)

736.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Papaulo's solution](#)

737.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp,

implementation

[Papaulo's solution](#)

738.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, trees

[Papaulo's solution](#)

739.

1799E

[City Union](#) · [Tutorial](#)

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740.

317D

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723F

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742.

553D

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744.

1062E

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745.

432E

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746.

652E

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749.

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677D

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753.

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1139D

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755.

1093G

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757.

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758.

1268C

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770.

648E

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780.

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781.

1866I

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873E

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895E

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789.

1182E

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543D

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792.

518F

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830C

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1065E

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1695D2

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500E

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797.

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793C

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799.

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1151F

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801.

1282D

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803.

1046I

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804.

727E

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805.

1768E

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806.

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807.

935E

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808.

2217F

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809.

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816.

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817.

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818.

1738E

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819.

808E

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820.

1015F

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821.

2028E

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822.

1217E

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823.

1167F

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824.

1172C1

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825.

1004D

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826.

1085E

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827.

1404C

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1245F

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829.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

830.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Papaulo's solution](#)

831.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Papaulo's solution](#)

832.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Papaulo's solution](#)

833.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2026-03-20 · last AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Papaulo's solution](#)

834.

1681F

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

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Papaulo's solution](#)

835.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation

[Papaulo's solution](#)

836.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities, shortest paths

[Papaulo's solution](#)

837.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Papaulo's solution](#)

838.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[Papaulo's solution](#)

839.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[Papaulo's solution](#)

840.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Papaulo's solution](#)

841.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings

[Papaulo's solution](#)

842.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Papaulo's solution](#)

843.

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Papaulo's solution](#)

844.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Papaulo's solution](#)

845.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

846.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[Papaulo's solution](#)

847.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Papaulo's solution](#)

848.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[Papaulo's solution](#)

849.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings

[Papaulo's solution](#)

850.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Papaulo's solution](#)

851.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Papaulo's solution](#)

852.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Papaulo's solution](#)

853.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[Papaulo's solution](#)

854.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Papaulo's solution](#)

855.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Papaulo's solution](#)

856.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

857.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Papaulo's solution](#)

858.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Papaulo's solution](#)

859.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[Papaulo's solution](#)

860.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Papaulo's solution](#)

861.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Papaulo's solution](#)

862.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Papaulo's solution](#)

863.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Papaulo's solution](#)

864.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Papaulo's solution](#)

865.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Papaulo's solution](#)

866.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, games, greedy

[Papaulo's solution](#)

867.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

868.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, geometry, math, number theory

[Papaulo's solution](#)

869.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Papaulo's solution](#)

870.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2026-03-15 · last AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Papaulo's solution](#)

871.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

872.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Papaulo's solution](#)

873.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Papaulo's solution](#)

874.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Papaulo's solution](#)

875.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Papaulo's solution](#)

876.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Papaulo's solution](#)

877.

1988E

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

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Papaulo's solution](#)

878.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Papaulo's solution](#)

879.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Papaulo's solution](#)

880.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Papaulo's solution](#)

881.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Papaulo's solution](#)

882.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Papaulo's solution](#)

883.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Papaulo's solution](#)

884.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Papaulo's solution](#)

885.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, math

[Papaulo's solution](#)

886.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, hashing

[Papaulo's solution](#)

887.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games

[Papaulo's solution](#)

888.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Papaulo's solution](#)

889.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Papaulo's solution](#)

890.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Papaulo's solution](#)

891.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Papaulo's solution](#)

892.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Papaulo's solution](#)

893.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Papaulo's solution](#)

894.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Papaulo's solution](#)

895.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Papaulo's solution](#)

896.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Papaulo's solution](#)

897.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, shortest paths

[Papaulo's solution](#)

898.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Papaulo's solution](#)

899.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, probabilities

[Papaulo's solution](#)

900.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Papaulo's solution](#)

901.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Papaulo's solution](#)

902.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Papaulo's solution](#)

903.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Papaulo's solution](#)

904.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Papaulo's solution](#)

905.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Papaulo's solution](#)

906.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Papaulo's solution](#)

907.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Papaulo's solution](#)

908.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, implementation, trees

[Papaulo's solution](#)

909.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Papaulo's solution](#)

910.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2026-03-07 · last AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, hashing, math, number theory

[Papaulo's solution](#)

911.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Papaulo's solution](#)

912.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2026-03-06 · last AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[Papaulo's solution](#)

913.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Papaulo's solution](#)

914.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Papaulo's solution](#)

915.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Papaulo's solution](#)

916.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Papaulo's solution](#)

917.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Papaulo's solution](#)

918.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Papaulo's solution](#)

919.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Papaulo's solution](#)

920.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Papaulo's solution](#)

921.

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Papaulo's solution](#)

922.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2026-03-02 · last AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Papaulo's solution](#)

923.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, probabilities

[Papaulo's solution](#)

924.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force,

combinatorics, data structures, dp, number theory, sortings

[Papaulo's solution](#)

925.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Papaulo's solution](#)

926.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Papaulo's solution](#)

927.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Papaulo's solution](#)

928.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Papaulo's solution](#)

929.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Papaulo's solution](#)

930.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2026-03-01 · last AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Papaulo's solution](#)

931.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2300 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[Papaulo's solution](#)

932.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2026-02-28 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Papaulo's solution](#)

933.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[Papaulo's solution](#)

934.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Papaulo's solution](#)

935.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Papaulo's solution](#)

936.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Papaulo's solution](#)

937.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2026-02-27 · last AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Papaulo's solution](#)

938.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, trees

[Papaulo's solution](#)

939.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2026-02-26 · last AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Papaulo's solution](#)

940.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2300 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[Papaulo's solution](#)

941.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math

[Papaulo's solution](#)

942.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Papaulo's solution](#)

943.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Papaulo's solution](#)

944.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer

[Papaulo's solution](#)

945.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Papaulo's solution](#)

946.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Papaulo's solution](#)

947.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[Papaulo's solution](#)

948.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Papaulo's solution](#)

949.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Papaulo's solution](#)

950.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,048 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[Papaulo's solution](#)

951.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[Papaulo's solution](#)

952.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[Papaulo's solution](#)

953.

180B

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

Quality: 465 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Papaulo's solution](#)

954.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Papaulo's solution](#)

955.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, trees

[Papaulo's solution](#)

956.

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Papaulo's solution](#)

957.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Papaulo's solution](#)

958.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,604 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Papaulo's solution](#)

959.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Papaulo's solution](#)

960.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Papaulo's solution](#)

961.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Papaulo's solution](#)

962.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2025-11-20 · last AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices

[Papaulo's solution](#)

963.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[Papaulo's solution](#)

964.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Papaulo's solution](#)

965.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Papaulo's solution](#)

966.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Papaulo's solution](#)

967.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: meet-in-the-middle

[Papaulo's solution](#)

968.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Papaulo's solution](#)

969.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Papaulo's solution](#)

970.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Papaulo's solution](#)

971.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2025-07-05 · last AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Papaulo's solution](#)

972.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Papaulo's solution](#)

973.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Papaulo's solution](#)

974.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Papaulo's solution](#)

975.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Papaulo's solution](#)

976.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Papaulo's solution](#)

977.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Papaulo's solution](#)

978.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Papaulo's solution](#)

979.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-04-29 · last AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[Papaulo's solution](#)

980.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Papaulo's solution](#)

981.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Papaulo's solution](#)

982.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, greedy, math

[Papaulo's solution](#)

983.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[Papaulo's solution](#)

984.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Papaulo's solution](#)

985.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[Papaulo's solution](#)

986.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2026-04-29 · last AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Papaulo's solution](#)

987.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices

[Papaulo's solution](#)

988.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Papaulo's solution](#)

989.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Papaulo's solution](#)

990.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Papaulo's solution](#)

991.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings

[Papaulo's solution](#)

992.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Papaulo's solution](#)

993.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2026-04-27 · last AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Papaulo's solution](#)

994.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Papaulo's solution](#)

995.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Papaulo's solution](#)

996.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[Papaulo's solution](#)

997.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Papaulo's solution](#)

998.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Papaulo's solution](#)

999.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, trees

[Papaulo's solution](#)

1000.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2026-04-26 · last AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Papaulo's solution](#)

1001.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Papaulo's solution](#)

1002.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-26 · last AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and

similar, graphs, hashing

[Papaulo's solution](#)

1003.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Papaulo's solution](#)

1004.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Papaulo's solution](#)

1005.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Papaulo's solution](#)

1006.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Papaulo's solution](#)

1007.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Papaulo's solution](#)

1008.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Papaulo's solution](#)

1009.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Papaulo's solution](#)

1010.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Papaulo's solution](#)

1011.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures

[Papaulo's solution](#)

1012.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Papaulo's solution](#)

1013.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Papaulo's solution](#)

1014.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Papaulo's solution](#)

1015.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[Papaulo's solution](#)

1016.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Papaulo's solution](#)

1017.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Papaulo's solution](#)

1018.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Papaulo's solution](#)

1019.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Papaulo's solution](#)

1020.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Papaulo's solution](#)

1021.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Papaulo's solution](#)

1022.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Papaulo's solution](#)

1023.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2026-04-06 · last AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Papaulo's solution](#)

1024.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, sortings

[Papaulo's solution](#)

1025.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, number theory

[Papaulo's solution](#)

1026.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Papaulo's solution](#)

1027.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Papaulo's solution](#)

1028.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Papaulo's solution](#)

1029.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Papaulo's solution](#)

1030.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[Papaulo's solution](#)

1031.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1032.

1632E1

[Distance Tree \(easy version\) · Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Papaulo's solution](#)

1033.

1780E

[Josuke and Complete Graph · Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Papaulo's solution](#)

1034.

1494E

[A-Z Graph · Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Papaulo's solution](#)

1035.

1605E

[Array Equalizer · Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Papaulo's solution](#)

1036.

1819C

[The Fox and the Complete Tree Traversal · Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Papaulo's solution](#)

1037.

1333E

[Road to 1600 · Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Papaulo's solution](#)

1038.

1943D1

[Counting Is Fun \(Easy Version\) · Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2026-04-01 · last AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Papaulo's solution](#)

1039.

1848F

[Vika and Wiki · Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Papaulo's solution](#)

1040.

1329C

[Drazil Likes Heap · Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Papaulo's solution](#)

1041.

1874B

[Jellyfish and Math · Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Papaulo's solution](#)

1042.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Papaulo's solution](#)

1043.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Papaulo's solution](#)

1044.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Papaulo's solution](#)

1045.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation, sortings

[Papaulo's solution](#)

1046.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[Papaulo's solution](#)

1047.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[Papaulo's solution](#)

1048.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2026-03-29 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Papaulo's solution](#)

1049.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

1050.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Papaulo's solution](#)

1051.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Papaulo's solution](#)**1052.**

1673F

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

Quality: 960 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Papaulo's solution](#)**1053.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Papaulo's solution](#)**1054.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Papaulo's solution](#)**1055.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, hashing

[Papaulo's solution](#)**1056.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)**1057.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Papaulo's solution](#)**1058.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, string suffix structures, strings

[Papaulo's solution](#)**1059.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Papaulo's solution](#)**1060.**

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and

conquer, dp, math

[Papaulo's solution](#)

1061.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Papaulo's solution](#)

1062.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Papaulo's solution](#)

1063.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Papaulo's solution](#)

1064.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Papaulo's solution](#)

1065.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[Papaulo's solution](#)

1066.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy, interactive

[Papaulo's solution](#)

1067.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2026-02-23 · last AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

1068.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Papaulo's solution](#)

1069.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Papaulo's solution](#)

1070.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-02-19 · last AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Papaulo's solution](#)

1071.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[Papaulo's solution](#)

1072.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Papaulo's solution](#)

1073.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

1074.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[Papaulo's solution](#)

1075.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Papaulo's solution](#)

1076.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Papaulo's solution](#)

1077.

1830C

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

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2026-02-20 · last AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Papaulo's solution](#)

1078.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Papaulo's solution](#)

1079.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Papaulo's solution](#)

1080.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2026-02-20 · last AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Papaulo's solution](#)

1081.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2026-02-20 · last AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[Papaulo's solution](#)

1082.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Papaulo's solution](#)

1083.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Papaulo's solution](#)

1084.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Papaulo's solution](#)

1085.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Papaulo's solution](#)

1086.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Papaulo's solution](#)

1087.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Papaulo's solution](#)

1088.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Papaulo's solution](#)

1089.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Papaulo's solution](#)

1090.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Papaulo's solution](#)

1091.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Papaulo's solution](#)

1092.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Papaulo's solution](#)

1093.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

1094.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Papaulo's solution](#)

1095.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Papaulo's solution](#)

1096.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[Papaulo's solution](#)

1097.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Papaulo's solution](#)

1098.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Papaulo's solution](#)

1099.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Papaulo's solution](#)

1100.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2026-02-14 · last AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Papaulo's solution](#)**1101.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2026-02-14 · last AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Papaulo's solution](#)**1102.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Papaulo's solution](#)**1103.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Papaulo's solution](#)**1104.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Papaulo's solution](#)**1105.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Papaulo's solution](#)**1106.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Papaulo's solution](#)**1107.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2026-02-13 · last AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Papaulo's solution](#)**1108.**

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Papaulo's solution](#)**1109.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Papaulo's solution](#)

1110.

1670F

[Jee, You See? · Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Papaulo's solution](#)

1111.

2063F1

[Counting Is Not Fun \(Easy Version\) · Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Papaulo's solution](#)

1112.

1619H

[Permutation and Queries · Tutorial](#)

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2026-02-13 · last AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Papaulo's solution](#)

1113.

2169E

[Points Selection · Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Papaulo's solution](#)

1114.

1609E

[William The Oblivious · Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Papaulo's solution](#)

1115.

1780G

[Delicious Dessert · Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2026-02-12 · last AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Papaulo's solution](#)

1116.

1978F

[Large Graph · Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Papaulo's solution](#)

1117.

1936C

[Pokémon Arena · Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Papaulo's solution](#)

1118.

1902F

[Trees and XOR Queries Again · Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2026-02-03 · last AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Papaulo's solution](#)

1119.

2126G2

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

Quality: 1,163 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, divide and conquer, dsu, trees, two pointers

[Papaulo's solution](#)

1120.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Papaulo's solution](#)

1121.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Papaulo's solution](#)

1122.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[Papaulo's solution](#)

1123.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Papaulo's solution](#)

1124.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Papaulo's solution](#)

1125.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Papaulo's solution](#)

1126.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Papaulo's solution](#)

1127.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[Papaulo's solution](#)

1128.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[Papaulo's solution](#)

1129.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force,

constructive algorithms, math, number theory

[Papaulo's solution](#)

1130.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Papaulo's solution](#)

1131.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Papaulo's solution](#)

1132.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 2400 · first AC: 2025-08-16 · last AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[Papaulo's solution](#)

1133.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Papaulo's solution](#)

1134.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Papaulo's solution](#)

1135.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Papaulo's solution](#)

1136.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Papaulo's solution](#)

1137.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Papaulo's solution](#)

1138.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Papaulo's solution](#)

1139.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Papaulo's solution](#)

1140.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2026-05-05 · last AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[Papaulo's solution](#)

1141.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2026-05-05 · last AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Papaulo's solution](#)

1142.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Papaulo's solution](#)

1143.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Papaulo's solution](#)

1144.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Papaulo's solution](#)

1145.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Papaulo's solution](#)

1146.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: trees

[Papaulo's solution](#)

1147.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Papaulo's solution](#)

1148.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Papaulo's solution](#)

1149.

2159D1

[Inverse Minimum Partition \(Easy Version\) · Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-05-03 · last AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Papaulo's solution](#)

1150.

1788F

[XOR, Tree, and Queries · Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Papaulo's solution](#)

1151.

1658E

[Gojou and Matrix Game · Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Papaulo's solution](#)

1152.

963D

[Frequency of String · Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Papaulo's solution](#)

1153.

1783F

[Double Sort II · Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Papaulo's solution](#)

1154.

1946F

[Nobody is needed · Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2026-05-03 · last AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Papaulo's solution](#)

1155.

1737E

[Ela Goes Hiking · Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Papaulo's solution](#)

1156.

840C

[On the Bench · Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Papaulo's solution](#)

1157.

1305F

[Kuroni and the Punishment · Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities

[Papaulo's solution](#)

1158.

2201D

[Binary Not Search and Queries · Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy,

implementation

[Papaulo's solution](#)

1159.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Papaulo's solution](#)

1160.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2026-05-02 · last AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Papaulo's solution](#)

1161.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Papaulo's solution](#)

1162.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Papaulo's solution](#)

1163.

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Papaulo's solution](#)

1164.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Papaulo's solution](#)

1165.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Papaulo's solution](#)

1166.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Papaulo's solution](#)

1167.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Papaulo's solution](#)

1168.

1840G2

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

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2026-05-01 · last AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Papaulo's solution](#)

1169.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Papaulo's solution](#)

1170.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Papaulo's solution](#)

1171.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings

[Papaulo's solution](#)

1172.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Papaulo's solution](#)

1173.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Papaulo's solution](#)

1174.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Papaulo's solution](#)

1175.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Papaulo's solution](#)

1176.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Papaulo's solution](#)

1177.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Papaulo's solution](#)

1178.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Papaulo's solution](#)

1179.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Papaulo's solution](#)

1180.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Papaulo's solution](#)

1181.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[Papaulo's solution](#)

1182.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Papaulo's solution](#)

1183.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Papaulo's solution](#)

1184.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Papaulo's solution](#)

1185.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Papaulo's solution](#)

1186.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Papaulo's solution](#)

1187.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Papaulo's solution](#)

1188.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2026-01-13 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

1189.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Papaulo's solution](#)

1190.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 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

[Papaulo's solution](#)

1191.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[Papaulo's solution](#)

1192.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2026-01-03 · last AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Papaulo's solution](#)

1193.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Papaulo's solution](#)

1194.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Papaulo's solution](#)

1195.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[Papaulo's solution](#)

1196.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Papaulo's solution](#)

1197.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-11-10 · last AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Papaulo's solution](#)

1198.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Papaulo's solution](#)

1199.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Papaulo's solution](#)

1200.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-21 · last AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Papaulo's solution](#)

1201.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Papaulo's solution](#)

1202.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Papaulo's solution](#)

1203.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Papaulo's solution](#)

1204.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Papaulo's solution](#)

1205.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Papaulo's solution](#)

1206.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,278 global accepts · Rating: 2500 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dfs and similar, trees
[Papaulo's solution](#)

1207.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Papaulo's solution](#)

1208.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Papaulo's solution](#)

1209.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Papaulo's solution](#)

1210.

2151G1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math

[Papaulo's solution](#)

1211.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · last AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Papaulo's solution](#)

1212.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Papaulo's solution](#)

1213.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

1214.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Papaulo's solution](#)

1215.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Papaulo's solution](#)

1216.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[Papaulo's solution](#)

1217.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Papaulo's solution](#)

1218.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Papaulo's solution](#)

1219.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Papaulo's solution](#)

1220.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Papaulo's solution](#)

1221.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-27 · last AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[Papaulo's solution](#)

1222.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Papaulo's solution](#)

1223.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2026-04-06 · last AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Papaulo's solution](#)

1224.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Papaulo's solution](#)

1225.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Papaulo's solution](#)

1226.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Papaulo's solution](#)

1227.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Papaulo's solution](#)

1228.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Papaulo's solution](#)

1229.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Papaulo's solution](#)

1230.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[Papaulo's solution](#)

1231.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Papaulo's solution](#)

1232.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-10-25 · last AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Papaulo's solution](#)

1233.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Papaulo's solution](#)

1234.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities, trees

[Papaulo's solution](#)

1235.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2026-04-01 · last AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Papaulo's solution](#)

1236.

2150E2

[Hidden Single \(Version 2\) · Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Papaulo's solution](#)

1237.

2151G2

[Hidden Single \(Version 2\) · Tutorial](#)

Rating: 2800 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Papaulo's solution](#)

1238.

2124F2

[Appending Permutations \(Hard Version\) · Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Papaulo's solution](#)

1239.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Papaulo's solution](#)

1240.

1286C2

[Madhouse \(Hard version\) · Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Papaulo's solution](#)

1241.

240E

[Road Repairs · Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[Papaulo's solution](#)

1242.

794E

[Choosing Carrot · Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2026-01-27 · last AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Papaulo's solution](#)

1243.

908G

[New Year and Original Order · Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2026-01-26 · last AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Papaulo's solution](#)

1244.

601E

[A Museum Robbery · Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Papaulo's solution](#)

1245.

776F

[Sherlock's bet to Moriarty · Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Papaulo's solution](#)

1246.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Papaulo's solution](#)

1247.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Papaulo's solution](#)

1248.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Papaulo's solution](#)

1249.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Papaulo's solution](#)

1250.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Papaulo's solution](#)

1251.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings, trees

[Papaulo's solution](#)

1252.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Papaulo's solution](#)

1253.

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Papaulo's solution](#)

1254.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[Papaulo's solution](#)

1255.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Papaulo's solution](#)

1256.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees
[Papaulo's solution](#)

1257.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[Papaulo's solution](#)

1258.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2025-12-31 · last AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[Papaulo's solution](#)

1259.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[Papaulo's solution](#)

1260.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[Papaulo's solution](#)

1261.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2026-05-03 · last AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[Papaulo's solution](#)

1262.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[Papaulo's solution](#)

1263.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[Papaulo's solution](#)

1264.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[Papaulo's solution](#)

1265.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees
[Papaulo's solution](#)

1266.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[Papaulo's solution](#)

1267.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Papaulo's solution](#)

1268.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Papaulo's solution](#)

1269.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,331 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[Papaulo's solution](#)

1270.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,818 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Papaulo's solution](#)

1271.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,176 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Papaulo's solution](#)

1272.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[Papaulo's solution](#)

1273.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,277 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Papaulo's solution](#)

1274.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,322 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Papaulo's solution](#)

1275.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,765 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Papaulo's solution](#)

1276.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: — · first AC: 2026-04-25 · last AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Papaulo's solution](#)

1277.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Papaulo's solution](#)

1278.

2222D

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

Quality: 3,191 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Papaulo's solution](#)

1279.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Papaulo's solution](#)

1280.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,283 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Papaulo's solution](#)

1281.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Papaulo's solution](#)

1282.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[Papaulo's solution](#)

1283.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Papaulo's solution](#)

1284.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Papaulo's solution](#)

1285.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Papaulo's solution](#)

1286.

2219B1

[Unique Values \(Easy version\) · Tutorial](#)

Quality: 3,608 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Papaulo's solution](#)

1287.

2219A

[Grid L · Tutorial](#)

Quality: 8,999 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Papaulo's solution](#)

1288.

106463C

[Banana Lounge · Tutorial](#)

Rating: — · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1289.

106463B

[Food Fight · Tutorial](#)

Rating: — · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1290.

106463A

[Circular Board Game · Tutorial](#)

Rating: — · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1291.

105837C

[Busy Beaver's Colorful Walk · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1292.

105837B

[Median of Medians · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1293.

105837A

[Balls and Bins · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1294.

2214J

[Special Problem · Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[Papaulo's solution](#)

1295.

2214D

[Neural Feud · Tutorial](#)

Quality: 4,270 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Papaulo's solution](#)

1296.

2214B

[Are You Smiling? · Tutorial](#)

Quality: 6,565 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Papaulo's solution](#)

1297.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[Papaulo's solution](#)

1298.

106250F

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

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1299.

106251I

[Mahjong Connect](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1300.

106251H

[Exam Room](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · last AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1301.

106251F

[Avoid Copyright Infringement](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1302.

106251E

[67](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1303.

106251D

[Introduction to Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1304.

106251C

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1305.

106251B

[P=NP](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1306.

106251A

[M](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1307.

105666C

[Not-So-Long Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1308.

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1309.

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1310.

104936F

[Beavers and Revaebs](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1311.

104936E

[101 Things To Do Before You Graduate](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1312.

104936D

[Collecting Coins](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1313.

104936C

[Delete One Digit](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1314.

104936B

[Taking an Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1315.

104936A

[MITIT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1316.

105125E

[Irrational Path](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1317.

105125D

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

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Papaulo's solution](#)

1318.

105125C

[NM Chars](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1319.

105125B

[Tim the Marksman](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1320.

105125A

[3-SAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1321.

105822D

[Beaverland](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1322.

105822C

[Feeding Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1323.

105822B

[Kites](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1324.

105822A

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

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1325.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Papaulo's solution](#)

1326.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, brute force

[Papaulo's solution](#)

1327.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2026-03-10 · last AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[Papaulo's solution](#)

1328.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[Papaulo's solution](#)

1329.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1330.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1331.

100551E

[Disconnected Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1332.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1333.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1334.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1335.

106073K

[Knockout, swiss and other kinds of tournaments](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1336.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1337.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1338.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1339.

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1340.

106073C

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

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1341.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1342.

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1343.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Papaulo's solution](#)

1344.

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Papaulo's solution](#)

1345.

104380H

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

Rating: — · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1346.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1347.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1348.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1349.

104520E

[Evil problemsetters](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1350.

104520D

[Yet Another Math Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1351.

104520C

[Largest Palindromic Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1352.

104520B

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

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1353.

104520A

[Who is cooking?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)

1354.

104520K

[Med and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Papaulo's solution](#)