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Unique solved — Peti

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

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Filters: none

Count: 1,068

1.

2203A

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2.

2156A

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3.

2153B

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4.

2153A

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2155A

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2140A

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7.

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2053A

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9.

2038J

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11.

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2027A

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24.

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1929B

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28.

1929A

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29.

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30.

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32.

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1895A

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34.

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35.

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36.

1878B

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37.

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38.

1882A

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40.

1810A

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45.

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46.

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47.

1734A

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48.

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1715A

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52.

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53.

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55.

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56.

1690B

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57.

1690A

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58.

1680B

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59.

1680A

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1654B

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1654A

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62.

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63.

1621A

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68.

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69.

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70.

1527A

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71.

1517A

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72.

1473A

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73.

1466B

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74.

1466A

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75.

1452C

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76.

1452A

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1060A

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78.

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79.

1325B

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80.

1325A

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81.

1228A

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1189A

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1180A

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84.

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85.

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86.

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2140B

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89.

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90.

1988A

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92.

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94.

1720A

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96.

1696B

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97.

1697B

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99.

1559B

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100.

1559A

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101.

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102.

1169A

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103.

1011A

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Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Peti's solution](#)

104.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Peti's solution](#)

105.

2203B

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

Quality: 14,294 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Peti's solution](#)

106.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[Peti's solution](#)

107.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Peti's solution](#)

108.

2002B

[Removals Game](#) · [Tutorial](#)

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

[Peti's solution](#)

109.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Peti's solution](#)

110.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Peti's solution](#)

111.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Peti's solution](#)

112.

1876A

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

Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Peti's solution](#)

113.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Peti's solution](#)

114.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,607 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Peti's solution](#)

115.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,919 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Peti's solution](#)

116.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Peti's solution](#)

117.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Peti's solution](#)

118.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Peti's solution](#)

119.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[Peti's solution](#)

120.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[Peti's solution](#)

121.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Peti's solution](#)

122.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Peti's solution](#)

123.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Peti's solution](#)

124.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-19 · GNU C++11 (first AC) · Tags: implementation, math

[Peti's solution](#)

125.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Peti's solution](#)

126.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Peti's solution](#)

127.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Peti's solution](#)

128.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Peti's solution](#)

129.

1995B1

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

Quality: 20,986 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Peti's solution](#)

130.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Peti's solution](#)

131.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Peti's solution](#)

132.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Peti's solution](#)

133.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Peti's solution](#)

134.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Peti's solution](#)

135.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Peti's solution](#)

136.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Peti's solution](#)

137.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Peti's solution](#)

138.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Peti's solution](#)

139.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Peti's solution](#)

140.

2002C

[Black Circles](#) · [Tutorial](#)

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

[Peti's solution](#)

141.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Peti's solution](#)

142.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Peti's solution](#)

143.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Peti's solution](#)

144.

1989B

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

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Peti's solution](#)

145.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Peti's solution](#)

146.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Peti's solution](#)

147.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Peti's solution](#)

148.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Peti's solution](#)

149.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,259 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Peti's solution](#)

150.

1734C

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

Quality: 28,632 global accepts · Rating: 1200 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Peti's solution](#)

151.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Peti's solution](#)

152.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Peti's solution](#)

153.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Peti's solution](#)

154.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Peti's solution](#)

155.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Peti's solution](#)

156.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Peti's solution](#)

157.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Peti's solution](#)

158.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,463 global accepts · Rating: 1200 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Peti's solution](#)

159.

1527B1

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

Quality: 34,402 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Peti's solution](#)

160.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Peti's solution](#)

161.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Peti's solution](#)

162.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Peti's solution](#)

163.

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Peti's solution](#)

164.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Peti's solution](#)

165.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Peti's solution](#)

166.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Peti's solution](#)

167.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · last AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Peti's solution](#)

168.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,030 global accepts · Rating: 1200 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Peti's solution](#)

169.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Peti's solution](#)

170.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Peti's solution](#)

171.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Peti's solution](#)

172.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[Peti's solution](#)

173.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

174.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Peti's solution](#)

175.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Peti's solution](#)

176.

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Peti's solution](#)

177.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Peti's solution](#)

178.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Peti's solution](#)

179.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Peti's solution](#)

180.

1881D

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

Quality: 28,432 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Peti's solution](#)

181.

1882B

[Sets and Union](#) · [Tutorial](#)

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

[Peti's solution](#)

182.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Peti's solution](#)

183.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Peti's solution](#)

184.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Peti's solution](#)

185.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Peti's solution](#)

186.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Peti's solution](#)

187.

1693A

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

Quality: 17,438 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Peti's solution](#)

188.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Peti's solution](#)

189.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,167 global accepts · Rating: 1300 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Peti's solution](#)

190.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Peti's solution](#)

191.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Peti's solution](#)

192.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Peti's solution](#)

193.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Peti's solution](#)

194.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Peti's solution](#)

195.

1064C

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

Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Peti's solution](#)

196.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Peti's solution](#)

197.

2156C

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

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Peti's solution](#)

198.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Peti's solution](#)

199.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Peti's solution](#)

200.

2038L

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

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Peti's solution](#)

201.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Peti's solution](#)

202.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Peti's solution](#)

203.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Peti's solution](#)

204.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Peti's solution](#)

205.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Peti's solution](#)

206.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Peti's solution](#)

207.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Peti's solution](#)

208.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Peti's solution](#)

209.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Peti's solution](#)

210.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Peti's solution](#)

211.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Peti's solution](#)

212.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Peti's solution](#)

213.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Peti's solution](#)

214.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Peti's solution](#)

215.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Peti's solution](#)

216.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Peti's solution](#)

217.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Peti's solution](#)

218.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Peti's solution](#)

219.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Peti's solution](#)

220.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Peti's solution](#)

221.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Peti's solution](#)

222.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Peti's solution](#)

223.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Peti's solution](#)

224.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[Peti's solution](#)

225.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Peti's solution](#)

226.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Peti's solution](#)

227.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,032 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[Peti's solution](#)

228.

2153C

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

Quality: 11,775 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Peti's solution](#)

229.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation

[Peti's solution](#)

230.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1500 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Peti's solution](#)

231.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Peti's solution](#)

232.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,698 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Peti's solution](#)

233.

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Peti's solution](#)

234.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Peti's solution](#)

235.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Peti's solution](#)

236.

1882C

[Card Game](#) · [Tutorial](#)

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

[Peti's solution](#)

237.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Peti's solution](#)

238.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Peti's solution](#)

239.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Peti's solution](#)

240.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Peti's solution](#)

241.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Peti's solution](#)

242.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Peti's solution](#)

243.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Peti's solution](#)

244.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Peti's solution](#)

245.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Peti's solution](#)

246.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Peti's solution](#)

247.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Peti's solution](#)

248.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Peti's solution](#)

249.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,552 global accepts · Rating: 1500 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Peti's solution](#)

250.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Peti's solution](#)

251.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Peti's solution](#)

252.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Peti's solution](#)

253.

1180C

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

Rating: 1500 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Peti's solution](#)

254.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Peti's solution](#)

255.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Peti's solution](#)

256.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Peti's solution](#)

257.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Peti's solution](#)

258.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Peti's solution](#)

259.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Peti's solution](#)

260.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Peti's solution](#)

261.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Peti's solution](#)

262.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Peti's solution](#)

263.

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Peti's solution](#)

264.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Peti's solution](#)

265.

1886C

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

Quality: 16,605 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Peti's solution](#)

266.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Peti's solution](#)

267.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Peti's solution](#)

268.

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Peti's solution](#)

269.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[Peti's solution](#)

270.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Peti's solution](#)

271.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Peti's solution](#)

272.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Peti's solution](#)

273.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Peti's solution](#)

274.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Peti's solution](#)

275.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Peti's solution](#)

276.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Peti's solution](#)

277.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Peti's solution](#)

278.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Peti's solution](#)

279.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Peti's solution](#)

280.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Peti's solution](#)

281.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Peti's solution](#)

282.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Peti's solution](#)

283.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Peti's solution](#)

284.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Peti's solution](#)

285.

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Peti's solution](#)

286.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Peti's solution](#)

287.

2203D

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

Quality: 5,431 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[Peti's solution](#)

288.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Peti's solution](#)

289.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Peti's solution](#)

290.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Peti's solution](#)

291.

2006A

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

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Peti's solution](#)

292.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Peti's solution](#)

293.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Peti's solution](#)

294.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Peti's solution](#)

295.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Peti's solution](#)

296.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1700 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[Peti's solution](#)

297.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Peti's solution](#)

298.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Peti's solution](#)

299.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Peti's solution](#)

300.

1881F

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

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

paths, trees

[Peti's solution](#)

301.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Peti's solution](#)

302.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Peti's solution](#)

303.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Peti's solution](#)

304.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Peti's solution](#)

305.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Peti's solution](#)

306.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[Peti's solution](#)

307.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Peti's solution](#)

308.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Peti's solution](#)

309.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Peti's solution](#)

310.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[Peti's solution](#)

311.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[Peti's solution](#)

312.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-10-01 · last AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Peti's solution](#)

313.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Peti's solution](#)

314.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Peti's solution](#)

315.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Peti's solution](#)

316.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Peti's solution](#)

317.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Peti's solution](#)

318.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Peti's solution](#)

319.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Peti's solution](#)

320.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Peti's solution](#)

321.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs,

implementation

[Peti's solution](#)

322.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Peti's solution](#)

323.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Peti's solution](#)

324.

2196C1

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

Quality: 3,594 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

[Peti's solution](#)

325.

2153D

[Not Alone](#) · [Tutorial](#)

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

[Peti's solution](#)

326.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Peti's solution](#)

327.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Peti's solution](#)

328.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Peti's solution](#)

329.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Peti's solution](#)

330.

1995C

[Squaring](#) · [Tutorial](#)

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

[Peti's solution](#)

331.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Peti's solution](#)

332.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Peti's solution](#)

333.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Peti's solution](#)

334.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Peti's solution](#)

335.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Peti's solution](#)

336.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Peti's solution](#)

337.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Peti's solution](#)

338.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Peti's solution](#)

339.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Peti's solution](#)

340.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[Peti's solution](#)

341.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[Peti's solution](#)

342.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Peti's solution](#)

343.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Peti's solution](#)

344.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Peti's solution](#)

345.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Peti's solution](#)

346.

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[Peti's solution](#)

347.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Peti's solution](#)

348.

67B

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

Quality: 944 global accepts · Rating: 1800 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Peti's solution](#)

349.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-29 · last AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Peti's solution](#)

350.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Peti's solution](#)

351.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Peti's solution](#)

352.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Peti's solution](#)

353.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Peti's solution](#)

354.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Peti's solution](#)

355.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Peti's solution](#)

356.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Peti's solution](#)

357.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[Peti's solution](#)

358.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Peti's solution](#)

359.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Peti's solution](#)

360.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Peti's solution](#)

361.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Peti's solution](#)

362.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Peti's solution](#)

363.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

364.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Peti's solution](#)

365.

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

[Peti's solution](#)

366.

2038G

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

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Peti's solution](#)

367.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Peti's solution](#)

368.

2002D1

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

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

[Peti's solution](#)

369.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Peti's solution](#)

370.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Peti's solution](#)

371.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Peti's solution](#)

372.

1980F1

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

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Peti's solution](#)

373.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Peti's solution](#)

374.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Peti's solution](#)

375.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Peti's solution](#)

376.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Peti's solution](#)

377.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Peti's solution](#)

378.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Peti's solution](#)

379.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Peti's solution](#)

380.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,087 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Peti's solution](#)

381.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Peti's solution](#)

382.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures,

implementation, sortings

[Peti's solution](#)

383.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Peti's solution](#)

384.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Peti's solution](#)

385.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Peti's solution](#)

386.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Peti's solution](#)

387.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Peti's solution](#)

388.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Peti's solution](#)

389.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Peti's solution](#)

390.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Peti's solution](#)

391.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Peti's solution](#)

392.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Peti's solution](#)

393.

1471D

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

Rating: 1900 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Peti's solution](#)

394.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Peti's solution](#)

395.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Peti's solution](#)

396.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Peti's solution](#)

397.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Peti's solution](#)

398.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Peti's solution](#)

399.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[Peti's solution](#)

400.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Peti's solution](#)

401.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Peti's solution](#)

402.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Peti's solution](#)

403.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Peti's solution](#)

404.

1092F

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

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Peti's solution](#)

405.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Peti's solution](#)

406.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Peti's solution](#)

407.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Peti's solution](#)

408.

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

[Peti's solution](#)

409.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

410.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Peti's solution](#)

411.

2140D

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

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Peti's solution](#)

412.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Peti's solution](#)

413.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Peti's solution](#)

414.

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Peti's solution](#)

415.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Peti's solution](#)

416.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Peti's solution](#)

417.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Peti's solution](#)

418.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Peti's solution](#)

419.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Peti's solution](#)

420.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Peti's solution](#)

421.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Peti's solution](#)

422.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Peti's solution](#)

423.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Peti's solution](#)

424.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Peti's solution](#)

425.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Peti's solution](#)

426.

1619F

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

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Peti's solution](#)

427.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Peti's solution](#)

428.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Peti's solution](#)

429.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-21 · last AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Peti's solution](#)

430.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Peti's solution](#)

431.

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Peti's solution](#)

432.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Peti's solution](#)

433.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Peti's solution](#)

434.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Peti's solution](#)

435.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Peti's solution](#)

436.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Peti's solution](#)

437.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Peti's solution](#)

438.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Peti's solution](#)

439.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Peti's solution](#)

440.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Peti's solution](#)

441.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Peti's solution](#)

442.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Peti's solution](#)

443.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Peti's solution](#)

444.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Peti's solution](#)

445.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Peti's solution](#)

446.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Peti's solution](#)

447.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Peti's solution](#)

448.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Peti's solution](#)

449.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Peti's solution](#)

450.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Peti's solution](#)

451.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Peti's solution](#)

452.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Peti's solution](#)

453.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Peti's solution](#)

454.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Peti's solution](#)

455.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Peti's solution](#)

456.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[Peti's solution](#)

457.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Peti's solution](#)

458.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Peti's solution](#)

459.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Peti's solution](#)

460.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Peti's solution](#)

461.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Peti's solution](#)

462.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Peti's solution](#)

463.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Peti's solution](#)

464.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2019-03-14 · last AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Peti's solution](#)

465.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Peti's solution](#)

466.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Peti's solution](#)

467.

1465D

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math, ternary search

[Peti's solution](#)

468.

1387B1

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

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, greedy, trees

[Peti's solution](#)

469.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[Peti's solution](#)

470.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Peti's solution](#)

471.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[Peti's solution](#)

472.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Peti's solution](#)

473.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Peti's solution](#)

474.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Peti's solution](#)

475.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Peti's solution](#)

476.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[Peti's solution](#)

477.

1159E

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

Rating: 2100 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, math

[Peti's solution](#)

478.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Peti's solution](#)

479.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Peti's solution](#)

480.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Peti's solution](#)

481.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Peti's solution](#)

482.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Peti's solution](#)

483.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

484.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

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

[Peti's solution](#)

485.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Peti's solution](#)

486.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[Peti's solution](#)

487.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Peti's solution](#)

488.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Peti's solution](#)

489.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Peti's solution](#)

490.

1997E

[Level Up](#) · [Tutorial](#)

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

[Peti's solution](#)

491.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Peti's solution](#)

492.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Peti's solution](#)

493.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Peti's solution](#)

494.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Peti's solution](#)

495.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Peti's solution](#)

496.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[Peti's solution](#)

497.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Peti's solution](#)

498.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Peti's solution](#)

499.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Peti's solution](#)

500.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Peti's solution](#)

501.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Peti's solution](#)

502.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Peti's solution](#)

503.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Peti's solution](#)

504.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Peti's solution](#)

505.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Peti's solution](#)

506.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Peti's solution](#)

507.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Peti's solution](#)

508.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Peti's solution](#)

509.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Peti's solution](#)

510.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Peti's solution](#)

511.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Peti's solution](#)

512.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Peti's solution](#)

513.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Peti's solution](#)

514.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Peti's solution](#)

515.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Peti's solution](#)

516.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Peti's solution](#)

517.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Peti's solution](#)

518.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Peti's solution](#)

519.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Peti's solution](#)

520.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Peti's solution](#)

521.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Peti's solution](#)

522.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Peti's solution](#)

523.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Peti's solution](#)

524.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Peti's solution](#)

525.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Peti's solution](#)

526.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Peti's solution](#)

527.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Peti's solution](#)

528.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Peti's solution](#)

529.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Peti's solution](#)

530.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Peti's solution](#)

531.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Peti's solution](#)

532.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Peti's solution](#)

533.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Peti's solution](#)

534.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Peti's solution](#)

535.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Peti's solution](#)

536.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Peti's solution](#)

537.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Peti's solution](#)

538.

1995D

[Cases](#) · [Tutorial](#)

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

[Peti's solution](#)

539.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Peti's solution](#)

540.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Peti's solution](#)

541.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Peti's solution](#)

542.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Peti's solution](#)

543.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Peti's solution](#)

544.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Peti's solution](#)

545.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Peti's solution](#)

546.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Peti's solution](#)

547.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Peti's solution](#)

548.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Peti's solution](#)

549.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Peti's solution](#)

550.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Peti's solution](#)

551.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Peti's solution](#)

552.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Peti's solution](#)

553.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Peti's solution](#)

554.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Peti's solution](#)

555.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Peti's solution](#)

556.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Peti's solution](#)

557.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[Peti's solution](#)

558.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Peti's solution](#)

559.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Peti's solution](#)

560.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Peti's solution](#)

561.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Peti's solution](#)

562.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[Peti's solution](#)

563.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Peti's solution](#)

564.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Peti's solution](#)

565.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Peti's solution](#)

566.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Peti's solution](#)

567.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Peti's solution](#)

568.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Peti's solution](#)

569.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Peti's solution](#)

570.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[Peti's solution](#)

571.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Peti's solution](#)

572.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Peti's solution](#)

573.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Peti's solution](#)

574.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[Peti's solution](#)

575.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Peti's solution](#)

576.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Peti's solution](#)

577.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Peti's solution](#)

578.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[Peti's solution](#)

579.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[Peti's solution](#)

580.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[Peti's solution](#)

581.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Peti's solution](#)

582.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Peti's solution](#)

583.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Peti's solution](#)

584.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Peti's solution](#)

585.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Peti's solution](#)

586.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Peti's solution](#)

587.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Peti's solution](#)

588.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Peti's solution](#)

589.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Peti's solution](#)

590.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Peti's solution](#)

591.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Peti's solution](#)

592.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

593.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Peti's solution](#)

594.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Peti's solution](#)

595.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Peti's solution](#)

596.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Peti's solution](#)

597.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Peti's solution](#)

598.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Peti's solution](#)

599.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Peti's solution](#)

600.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Peti's solution](#)

601.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Peti's solution](#)

602.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Peti's solution](#)

603.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Peti's solution](#)

604.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Peti's solution](#)

605.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Peti's solution](#)

606.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Peti's solution](#)

607.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Peti's solution](#)

608.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-14 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Peti's solution](#)

609.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Peti's solution](#)

610.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Peti's solution](#)

611.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Peti's solution](#)

612.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-09 · last AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Peti's solution](#)

613.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures

[Peti's solution](#)

614.

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Peti's solution](#)

615.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Peti's solution](#)

616.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Peti's solution](#)

617.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Peti's solution](#)

618.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[Peti's solution](#)

619.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Peti's solution](#)

620.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Peti's solution](#)

621.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Peti's solution](#)

622.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Peti's solution](#)

623.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Peti's solution](#)

624.

1670F

[Jee, You See? · Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[Peti's solution](#)

625.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[Peti's solution](#)

626.

1634E

[Fair Share · Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[Peti's solution](#)

627.

1638E

[Colorful Operations · Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[Peti's solution](#)

628.

1630D

[Flipping Range · Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[Peti's solution](#)

629.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[Peti's solution](#)

630.

1096G

[Lucky Tickets · Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft
[Peti's solution](#)

631.

1619H

[Permutation and Queries · Tutorial](#)

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[Peti's solution](#)

632.

1605E

[Array Equalizer · Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers
[Peti's solution](#)

633.

1218D

[Xor Spanning Tree · Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs
[Peti's solution](#)

634.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Peti's solution](#)

635.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[Peti's solution](#)

636.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-30 · last AC: 2021-05-21 · C++14 (GCC 6-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[Peti's solution](#)

637.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Peti's solution](#)

638.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[Peti's solution](#)

639.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Peti's solution](#)

640.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Peti's solution](#)

641.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Peti's solution](#)

642.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Peti's solution](#)

643.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Peti's solution](#)

644.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Peti's solution](#)

645.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Peti's solution](#)

646.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Peti's solution](#)

647.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Peti's solution](#)

648.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Peti's solution](#)

649.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Peti's solution](#)

650.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Peti's solution](#)

651.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Peti's solution](#)

652.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[Peti's solution](#)

653.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Peti's solution](#)

654.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Peti's solution](#)

655.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Peti's solution](#)

656.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Peti's solution](#)

657.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Peti's solution](#)

658.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Peti's solution](#)

659.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Peti's solution](#)

660.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Peti's solution](#)

661.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Peti's solution](#)

662.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[Peti's solution](#)

663.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Peti's solution](#)

664.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Peti's solution](#)

665.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Peti's solution](#)

666.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Peti's solution](#)

667.

1008D

[Pave the Parallelepiped](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-18 · last AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Peti's solution](#)

668.

2196D

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

Quality: 995 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

[Peti's solution](#)

669.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Peti's solution](#)

670.

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

[Peti's solution](#)

671.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Peti's solution](#)

672.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Peti's solution](#)

673.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Peti's solution](#)

674.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Peti's solution](#)

675.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Peti's solution](#)

676.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Peti's solution](#)

677.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Peti's solution](#)

678.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Peti's solution](#)

679.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[Peti's solution](#)

680.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Peti's solution](#)

681.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Peti's solution](#)

682.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Peti's solution](#)

683.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Peti's solution](#)

684.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Peti's solution](#)

685.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Peti's solution](#)

686.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Peti's solution](#)

687.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Peti's solution](#)

688.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Peti's solution](#)

689.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Peti's solution](#)

690.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Peti's solution](#)

691.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Peti's solution](#)

692.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Peti's solution](#)

693.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Peti's solution](#)

694.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Peti's solution](#)

695.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Peti's solution](#)

696.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Peti's solution](#)

697.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Peti's solution](#)

698.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Peti's solution](#)

699.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Peti's solution](#)

700.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Peti's solution](#)

701.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Peti's solution](#)

702.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Peti's solution](#)

703.

1647E

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

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Peti's solution](#)

704.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Peti's solution](#)

705.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[Peti's solution](#)

706.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Peti's solution](#)

707.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Peti's solution](#)

708.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Peti's solution](#)

709.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Peti's solution](#)

710.

1559D2

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

Quality: 3,066 global accepts · Rating: 2500 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Peti's solution](#)

711.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Peti's solution](#)

712.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Peti's solution](#)

713.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Peti's solution](#)

714.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Peti's solution](#)

715.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[Peti's solution](#)

716.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Peti's solution](#)

717.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Peti's solution](#)

718.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Peti's solution](#)

719.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Peti's solution](#)

720.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Peti's solution](#)

721.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Peti's solution](#)

722.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Peti's solution](#)

723.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Peti's solution](#)

724.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Peti's solution](#)

725.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Peti's solution](#)

726.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Peti's solution](#)

727.

1387B2

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

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[Peti's solution](#)

728.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Peti's solution](#)

729.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Peti's solution](#)

730.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-05-24 · last AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[Peti's solution](#)

731.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Peti's solution](#)

732.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Peti's solution](#)

733.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Peti's solution](#)

734.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Peti's solution](#)

735.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Peti's solution](#)

736.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[Peti's solution](#)

737.

1247F

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Peti's solution](#)

738.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Peti's solution](#)

739.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Peti's solution](#)

740.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: games

[Peti's solution](#)

741.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, trees

[Peti's solution](#)

742.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Peti's solution](#)

743.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-01 · last AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[Peti's solution](#)

744.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Peti's solution](#)

745.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Peti's solution](#)

746.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Peti's solution](#)

747.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Peti's solution](#)

748.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Peti's solution](#)

749.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Peti's solution](#)

750.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Peti's solution](#)

751.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Peti's solution](#)

752.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[Peti's solution](#)

753.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Peti's solution](#)

754.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[Peti's solution](#)

755.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[Peti's solution](#)

756.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Peti's solution](#)

757.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Peti's solution](#)

758.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Peti's solution](#)

759.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Peti's solution](#)

760.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Peti's solution](#)

761.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Peti's solution](#)

762.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Peti's solution](#)

763.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Peti's solution](#)

764.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Peti's solution](#)

765.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Peti's solution](#)

766.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Peti's solution](#)

767.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[Peti's solution](#)

768.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Peti's solution](#)

769.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Peti's solution](#)

770.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Peti's solution](#)

771.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Peti's solution](#)

772.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Peti's solution](#)

773.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Peti's solution](#)

774.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Peti's solution](#)

775.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Peti's solution](#)

776.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Peti's solution](#)

777.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Peti's solution](#)

778.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Peti's solution](#)

779.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Peti's solution](#)

780.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Peti's solution](#)

781.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-12-21 · last AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Peti's solution](#)

782.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Peti's solution](#)

783.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Peti's solution](#)

784.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Peti's solution](#)

785.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Peti's solution](#)

786.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[Peti's solution](#)

787.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[Peti's solution](#)

788.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2600 · first AC: 2020-05-19 · last AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[Peti's solution](#)

789.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Peti's solution](#)

790.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[Peti's solution](#)

791.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Peti's solution](#)

792.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Peti's solution](#)

793.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-03-28 · last AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Peti's solution](#)

794.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Peti's solution](#)

795.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

796.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings

[Peti's solution](#)

797.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Peti's solution](#)

798.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[Peti's solution](#)

799.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[Peti's solution](#)

800.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Peti's solution](#)

801.

1997F

[Chips on a Line](#) · [Tutorial](#)

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

[Peti's solution](#)

802.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Peti's solution](#)

803.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Peti's solution](#)

804.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Peti's solution](#)

805.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Peti's solution](#)

806.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Peti's solution](#)

807.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Peti's solution](#)

808.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Peti's solution](#)

809.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Peti's solution](#)

810.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[Peti's solution](#)

811.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Peti's solution](#)

812.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Peti's solution](#)

813.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Peti's solution](#)

814.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Peti's solution](#)

815.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Peti's solution](#)

816.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Peti's solution](#)

817.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Peti's solution](#)

818.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2021-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Peti's solution](#)

819.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Peti's solution](#)

820.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Peti's solution](#)

821.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Peti's solution](#)

822.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Peti's solution](#)

823.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[Peti's solution](#)

824.

1459E

[Latin Square](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Peti's solution](#)

825.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Peti's solution](#)

826.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Peti's solution](#)

827.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Peti's solution](#)

828.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Peti's solution](#)

829.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Peti's solution](#)

830.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-08-03 · last AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[Peti's solution](#)

831.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry, graphs

[Peti's solution](#)

832.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[Peti's solution](#)

833.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Peti's solution](#)

834.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Peti's solution](#)

835.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Peti's solution](#)

836.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Peti's solution](#)

837.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Peti's solution](#)

838.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Peti's solution](#)

839.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Peti's solution](#)

840.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Peti's solution](#)

841.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[Peti's solution](#)

842.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Peti's solution](#)

843.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Peti's solution](#)

844.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities
[Peti's solution](#)

845.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees
[Peti's solution](#)

846.

1546E

[AquaMoon and Permutations](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs
[Peti's solution](#)

847.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[Peti's solution](#)

848.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[Peti's solution](#)

849.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[Peti's solution](#)

850.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[Peti's solution](#)

851.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[Peti's solution](#)

852.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[Peti's solution](#)

853.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Peti's solution](#)

854.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Peti's solution](#)

855.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[Peti's solution](#)

856.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[Peti's solution](#)

857.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Peti's solution](#)

858.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Peti's solution](#)

859.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2021-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Peti's solution](#)

860.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Peti's solution](#)

861.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Peti's solution](#)

862.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

863.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Peti's solution](#)

864.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2900 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Peti's solution](#)

865.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[Peti's solution](#)

866.

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, geometry, sortings

[Peti's solution](#)

867.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[Peti's solution](#)

868.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Peti's solution](#)

869.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Peti's solution](#)

870.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Peti's solution](#)

871.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Peti's solution](#)

872.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Peti's solution](#)

873.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Peti's solution](#)

874.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[Peti's solution](#)

875.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Peti's solution](#)

876.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Peti's solution](#)

877.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[Peti's solution](#)

878.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Peti's solution](#)

879.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[Peti's solution](#)

880.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Peti's solution](#)

881.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Peti's solution](#)

882.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Peti's solution](#)

883.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Peti's solution](#)

884.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Peti's solution](#)

885.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[Peti's solution](#)

886.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Peti's solution](#)

887.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Peti's solution](#)

888.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Peti's solution](#)

889.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Peti's solution](#)

890.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,563 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Peti's solution](#)

891.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[Peti's solution](#)

892.

104821E

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

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

893.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

894.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

895.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

896.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

897.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

898.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

899.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

900.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

901.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

902.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

903.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

904.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

905.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

906.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

907.

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

908.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

909.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

910.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

911.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

912.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

913.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

914.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

915.

105537B

[Brick in the Wall, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

916.

105537E

[Eight-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

917.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

918.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

919.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

920.

105537G

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

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

921.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

922.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

923.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

924.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

925.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

926.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

927.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

928.

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

929.

104875A

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

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

930.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · last AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

931.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

932.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

933.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

934.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

935.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · last AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

936.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

937.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

938.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peti's solution](#)

939.

104875I

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

Rating: — · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

940.

102759A

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

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

941.

105408B

[Best tests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

942.

105408D

[Dance of Ferrets](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

943.

105408I

[Impossible Octagon Filling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

944.

105408J

[Just Deer Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

945.

105408C

[Conner Reading Session](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

946.

105408E

[Expected Closest Friend](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

947.

105408A

[AAEGLNU](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

948.

105408H

[Hidden Treasure of Arrayland](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

949.

105408K

[Kitchen Closing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

950.

105408G

[GCDland Mystical Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

951.

105408F

[Fair Toy Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

952.

104633C

[Domes](#) · [Tutorial](#)

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

[Peti's solution](#)

953.

104633F

[Ley Lines](#) · [Tutorial](#)

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

[Peti's solution](#)

954.

104633A

[Cardiology](#) · [Tutorial](#)

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

[Peti's solution](#)

955.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

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

[Peti's solution](#)

956.

104633J

['S No Problem](#) · [Tutorial](#)

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

[Peti's solution](#)

957.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

958.

104633D

[Gene Folding](#) · [Tutorial](#)

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

[Peti's solution](#)

959.

104633G

[Opportunity Cost](#) · [Tutorial](#)

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

[Peti's solution](#)

960.

104633M

[Trailing Digits](#) · [Tutorial](#)

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

[Peti's solution](#)

961.

102511B

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

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

962.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

963.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

964.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

965.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

966.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

967.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

968.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

969.

104288K

[Take On Meme](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

970.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

971.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

972.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

973.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

974.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

975.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

976.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peti's solution](#)

977.

103536A

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

978.

1911D

[Two Shuffled Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special

[Peti's solution](#)

979.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, sortings

[Peti's solution](#)

980.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Peti's solution](#)

981.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Peti's solution](#)

982.

104790E

[Exam Study Planning](#) · [Tutorial](#)

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

[Peti's solution](#)

983.

104790G

[Geometry Game](#) · [Tutorial](#)

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

[Peti's solution](#)

984.

104790L

[Locking Doors](#) · [Tutorial](#)

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

[Peti's solution](#)

985.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

986.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

987.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

988.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

989.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

990.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

991.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

992.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

993.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

994.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

995.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

996.

104454O

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

997.

104454J

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

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

998.

104454N

[Just another array problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

999.

104454C

[Pisano period](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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104603G

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1008.

104603J

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1010.

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1011.

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1012.

104603E

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1013.

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1014.

104603D

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1015.

104603A

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Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

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104603L

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1017.

104603B

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1018.

104603C

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Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1019.

104128G

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1020.

104128B

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1021.

104128I

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Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1022.

104160B

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1023.

104160L

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Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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1024.

104160A

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Rating: — · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1025.

104160F

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Rating: — · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1026.

104160C

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Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1027.

104160D

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Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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1028.

104196J

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1029.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1030.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1031.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1032.

104147H

[Alexandria Library](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1033.

104147G

[You're Milky](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1034.

104147J

[Two Faced Hobz](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1035.

104147C

[Disney Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1036.

104147I

[Wigz](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1037.

104147E

[I am not done yet](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1038.

104147D

[Do and Tak Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1039.

104147F

[Nesr El Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1040.

104147B

[I'll call him Hanya](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1041.

104147K

[Hobz is a good guy](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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1042.

104147A

[Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1043.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1044.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1045.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1046.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1047.

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1048.

101620B

[Buffalo Barricades](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

1049.

101666C

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

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

1050.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

1051.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

1052.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · PyPy 3 (first AC) · Tags: —

[Peti's solution](#)

1053.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

1054.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

1055.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, math

[Peti's solution](#)

1056.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peti's solution](#)

1057.

397E

[On Changing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[Peti's solution](#)

1058.

101182E

[Magical hourglass store](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Peti's solution](#)

1059.

102898A

[Snowman](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Peti's solution](#)

1060.

102824E

[Locked in the Past](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Peti's solution](#)

1061.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Peti's solution](#)

1062.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[Peti's solution](#)

1063.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peti's solution](#)

1064.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, trees

[Peti's solution](#)

1065.

102534B

[Need More T-shirts!](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Peti's solution](#)

1066.

102534A

[Alphabet Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Peti's solution](#)

1067.

102436E

[Stamp](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Peti's solution](#)

1068.

102436D

[Subset ``AND''](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Peti's solution](#)