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# Unique solved — Proofy

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

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Filters: none

Count: 2,708

1.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

2.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

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3.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

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4.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

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5.

2161A

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Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

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6.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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7.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

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8.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,493 global accepts · Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

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9.

2156A

[Pizza Time](#) · [Tutorial](#)

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

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## 10.

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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## 11.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

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## 12.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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## 13.

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

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## 14.

2153A

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

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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## 15.

2145A

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

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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## 16.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,176 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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## 17.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

## 18.

2149B

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

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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## 19.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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## 20.

2146A

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

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[Proofy's solution](#)

## 21.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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## 22.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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## 23.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[Proofy's solution](#)

## 24.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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## 25.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

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## 26.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,441 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[Proofy's solution](#)

## 27.

2137A

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

Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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## 28.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

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## 29.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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## 30.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

implementation, math

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**31.**

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-21 · last AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[Proofy's solution](#)

**32.**

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**33.**

2131A

[Lever](#) · [Tutorial](#)

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[Proofy's solution](#)

**34.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

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

[Proofy's solution](#)

**35.**

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**36.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**37.**

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Proofy's solution](#)

**38.**

2122A

[Greedy Grid](#) · [Tutorial](#)

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

[Proofy's solution](#)

**39.**

2126B

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

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Proofy's solution](#)

**40.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation,

math

[Proofy's solution](#)

**41.**

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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**42.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Proofy's solution](#)

**43.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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**44.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**45.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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**46.**

2112A

[Race](#) · [Tutorial](#)

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

[Proofy's solution](#)

**47.**

2120A

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

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

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**48.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

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**49.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,287 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Proofy's solution](#)

**50.**

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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- 51.**  
2117B  
[Shrink](#) · [Tutorial](#)  
Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Proofy's solution](#)
- 52.**  
2117A  
[False Alarm](#) · [Tutorial](#)  
Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
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- 53.**  
2111A  
[Energy Crystals](#) · [Tutorial](#)  
Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[Proofy's solution](#)
- 54.**  
2114A  
[Square Year](#) · [Tutorial](#)  
Quality: 43,214 global accepts · Rating: 800 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
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- 55.**  
2109A  
[It's Time To Duel](#) · [Tutorial](#)  
Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[Proofy's solution](#)
- 56.**  
2108A  
[Permutation Warm-Up](#) · [Tutorial](#)  
Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
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- 57.**  
2104A  
[Three Decks](#) · [Tutorial](#)  
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- 58.**  
2094B  
[Bobritto Bandito](#) · [Tutorial](#)  
Quality: 33,153 global accepts · Rating: 800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms  
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- 59.**  
2094A  
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[Proofy's solution](#)
- 60.**  
2084A  
[Max and Mod](#) · [Tutorial](#)  
Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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- 61.**  
2067A  
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**62.**

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,083 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Proofy's solution](#)

**63.**

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,643 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Proofy's solution](#)

**64.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**65.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**66.**

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

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**67.**

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

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**68.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[Proofy's solution](#)

**69.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**70.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

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**71.**

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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**72.**

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**73.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,767 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

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**74.**

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**75.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**76.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**77.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**78.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,231 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Proofy's solution](#)

**79.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**80.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**81.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Proofy's solution](#)

**82.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[Proofy's solution](#)

**83.**

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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**84.**

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

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**85.**

2008C

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

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Proofy's solution](#)

**86.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

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**87.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Proofy's solution](#)

**88.**

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Proofy's solution](#)

**89.**

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**90.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**91.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**92.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Proofy's solution](#)

**93.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Proofy's solution](#)

**94.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Proofy's solution](#)

**95.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Proofy's solution](#)

**96.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**97.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**98.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Proofy's solution](#)

**99.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**100.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Proofy's solution](#)

**101.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Proofy's solution](#)

**102.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Proofy's solution](#)

**103.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Proofy's solution](#)

**104.**

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Proofy's solution](#)

**105.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**106.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Proofy's solution](#)

**107.**

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Proofy's solution](#)

**108.**

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Proofy's solution](#)

**109.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Proofy's solution](#)

**110.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Proofy's solution](#)

**111.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Proofy's solution](#)

**112.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**113.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Proofy's solution](#)

**114.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,212 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**115.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Proofy's solution](#)

**116.**

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Proofy's solution](#)

**117.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,150 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Proofy's solution](#)

**118.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Proofy's solution](#)

**119.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**120.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**121.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Proofy's solution](#)

**122.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**123.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,192 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Proofy's solution](#)

**124.**

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Proofy's solution](#)

**125.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Proofy's solution](#)

**126.**

1899A

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

Quality: 92,819 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Proofy's solution](#)

**127.**

1884A

[Simple Design](#) · [Tutorial](#)

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

[Proofy's solution](#)

**128.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,380 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Proofy's solution](#)

**129.**

1886A

[Sum of Three](#) · [Tutorial](#)

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

[Proofy's solution](#)

**130.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**131.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,710 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**132.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**133.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**134.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[Proofy's solution](#)

**135.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,038 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**136.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[Proofy's solution](#)

**137.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,417 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[Proofy's solution](#)

**138.**

1870A

[MEXanized Array](#) · [Tutorial](#)

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

**139.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[Proofy's solution](#)

**140.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Proofy's solution](#)

**141.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math  
[Proofy's solution](#)

**142.**

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math  
[Proofy's solution](#)

**143.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Proofy's solution](#)

**144.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[Proofy's solution](#)

**145.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings  
[Proofy's solution](#)

**146.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Proofy's solution](#)

**147.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**148.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**149.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Proofy's solution](#)

**150.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Proofy's solution](#)

**151.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,076 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Proofy's solution](#)

**152.**

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**153.**

1850B

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

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Proofy's solution](#)

**154.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Proofy's solution](#)

**155.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Proofy's solution](#)

**156.**

1846B

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

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Proofy's solution](#)

**157.**

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**158.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**159.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Proofy's solution](#)

**160.**

1845A

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

Quality: 47,385 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Proofy's solution](#)

**161.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Proofy's solution](#)

**162.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[Proofy's solution](#)

**163.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Proofy's solution](#)

**164.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**165.**

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Proofy's solution](#)

**166.**

1837A

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

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**167.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Proofy's solution](#)

**168.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**169.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[Proofy's solution](#)

**170.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**171.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**172.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**173.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Proofy's solution](#)

**174.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation

[Proofy's solution](#)

**175.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Proofy's solution](#)

**176.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,708 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**177.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Proofy's solution](#)

**178.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Proofy's solution](#)

**179.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Proofy's solution](#)

**180.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

**181.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

**182.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Proofy's solution](#)

**183.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**184.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Proofy's solution](#)

**185.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Proofy's solution](#)

**186.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Proofy's solution](#)

**187.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Proofy's solution](#)

**188.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Proofy's solution](#)

**189.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Proofy's solution](#)

**190.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**191.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,336 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Proofy's solution](#)

**192.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**193.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**194.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Proofy's solution](#)

**195.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**196.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**197.**

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Proofy's solution](#)

**198.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**199.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Proofy's solution](#)

**200.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[Proofy's solution](#)

**201.**

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Proofy's solution](#)

**202.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Proofy's solution](#)

**203.**

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**204.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,038 global accepts · Rating: 800 · first AC: 2023-02-10 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Proofy's solution](#)

**205.**

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**206.**

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**207.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,214 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Proofy's solution](#)

**208.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Proofy's solution](#)

**209.**

1791A

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

Quality: 80,642 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**210.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**211.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**212.**

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**213.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**214.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[Proofy's solution](#)

**215.**

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**216.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**217.**

1777A

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

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**218.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,827 global accepts · Rating: 800 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**219.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Proofy's solution](#)

**220.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Proofy's solution](#)

**221.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**222.**

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Proofy's solution](#)

**223.**

1775A1

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

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

[Proofy's solution](#)

## 224.

1783A

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

Quality: 48,759 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Proofy's solution](#)

## 225.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings

[Proofy's solution](#)

## 226.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Proofy's solution](#)

## 227.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Proofy's solution](#)

## 228.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,061 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

## 229.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Proofy's solution](#)

## 230.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

## 231.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Proofy's solution](#)

## 232.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

## 233.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Proofy's solution](#)

**234.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**235.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Proofy's solution](#)

**236.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

**237.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**238.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**239.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**240.**

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Proofy's solution](#)

**241.**

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**242.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Proofy's solution](#)

**243.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Proofy's solution](#)

**244.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**245.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Proofy's solution](#)

**246.**

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Proofy's solution](#)

**247.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,951 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Proofy's solution](#)

**248.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,640 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Proofy's solution](#)

**249.**

1759B

[Lost Permutation](#) · [Tutorial](#)

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

[Proofy's solution](#)

**250.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**251.**

1433B

[Yet Another Bookshelf](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 800 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**252.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**253.**

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[Proofy's solution](#)

**254.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**255.**

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[Proofy's solution](#)

**256.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Proofy's solution](#)

**257.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**258.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Proofy's solution](#)

**259.**

1719B

[Mathematical Circus](#) · [Tutorial](#)

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**260.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[Proofy's solution](#)

**261.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Proofy's solution](#)

**262.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**263.**

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**264.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**265.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**266.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[Proofy's solution](#)

**267.**

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**268.**

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**269.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Proofy's solution](#)

**270.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**271.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**272.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Proofy's solution](#)

**273.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,334 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**274.**

1736A

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

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

[Proofy's solution](#)

**275.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[Proofy's solution](#)

**276.**

1462A

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

Quality: 48,979 global accepts · Rating: 800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Proofy's solution](#)

**277.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Proofy's solution](#)

**278.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**279.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · last AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**280.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**281.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Proofy's solution](#)

**282.**

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**283.**

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Proofy's solution](#)

**284.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2021-07-24 · last AC: 2022-09-22 · GNU C++11 (first AC) · Tags: brute force, math

[Proofy's solution](#)

**285.**

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**286.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Proofy's solution](#)

**287.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[Proofy's solution](#)

**288.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**289.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**290.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**291.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Proofy's solution](#)

**292.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**293.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**294.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Proofy's solution](#)

**295.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**296.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,647 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**297.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**298.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Proofy's solution](#)

**299.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · last AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[Proofy's solution](#)

**300.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Proofy's solution](#)

**301.**

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**302.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Proofy's solution](#)

**303.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**304.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**305.**

1713A

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Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[Proofy's solution](#)

**306.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**307.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**308.**

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**309.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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**310.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

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**311.**

1706A

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**312.**

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Proofy's solution](#)

**313.**

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**314.**

1705A

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**315.**

1617A

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Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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**316.**

1703C

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**317.**

1703B

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**318.**

1703A

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Quality: 97,265 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Proofy's solution](#)

**319.**

1552A

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

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[Proofy's solution](#)

**320.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**321.**

1702A

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Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**322.**

1702B

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Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**323.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**324.**

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**325.**

1372A

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Quality: 33,482 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Proofy's solution](#)

**326.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-07-04 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Proofy's solution](#)

**327.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

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**328.**

1541A

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[Proofy's solution](#)

**329.**

1633B

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Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**330.**

1633A

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**331.**

1554A

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**332.**

1699A

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**333.**

1698B

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Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**334.**

1698A

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1696A

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**336.**

1615A

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**337.**

1691A

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**338.**

1312A

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**339.**

1700A

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Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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**340.**

1695A

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Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games

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**341.**

1694A

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Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**342.**

1692C

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Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**343.**

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Quality: 39,440 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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**344.**

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**345.**

1697A

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Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**346.**

1689A

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**347.**

1690C

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**348.**

1690B

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Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**349.**

1690A

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**350.**

1688B

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**351.**

1688A

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**352.**

1591A

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**353.**

1681B

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Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**354.**

1681A

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Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

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**355.**

1682A

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Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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**356.**

1684B

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1684A

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**358.**

1680B

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**359.**

1680A

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**360.**

1676C

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**361.**

1676B

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**362.**

1676A

[Lucky?](#) · [Tutorial](#)

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**363.**

1612A

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**364.**

1678B1

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

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**365.**

1678A

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**366.**

1670A

[Prof. Slim](#) · [Tutorial](#)

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1675A

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**368.**

1674B

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**369.**

1674A

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Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**370.**

1506A

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Quality: 32,438 global accepts · Rating: 800 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: math

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**371.**

1673A

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**372.**

1539B

[Love Song](#) · [Tutorial](#)

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**373.**

1672B

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1672A

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**375.**

1637A

[Sorting Parts](#) · [Tutorial](#)

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**376.**

1671A

[String Building](#) · [Tutorial](#)

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**377.**

1669C

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**378.**

1669B

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**379.**

1669A

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Quality: 88,567 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**380.**

1668A

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**381.**

1650A

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[Proofy's solution](#)

**382.**

1660B

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[Proofy's solution](#)

**383.**

1660A

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Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**384.**

1657A

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Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-04-16 · last AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Proofy's solution](#)

**385.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**386.**

1352A

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Quality: 104,153 global accepts · Rating: 800 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**387.**

1661A

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Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**388.**

1665A

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[Proofy's solution](#)

**389.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2021-07-12 · last AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Proofy's solution](#)

**390.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

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[Proofy's solution](#)

**391.**

1604A

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**392.**

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

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**393.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**394.**

1654B

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[Proofy's solution](#)

**395.**

1654A

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[Proofy's solution](#)

**396.**

1651B

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Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**397.**

1651A

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Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**398.**

1647A

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**399.**

432A

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Quality: 69,513 global accepts · Rating: 800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Proofy's solution](#)

**400.**

1566A

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**401.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 800 · first AC: 2021-06-26 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Proofy's solution](#)

**402.**

1421A

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Quality: 35,482 global accepts · Rating: 800 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Proofy's solution](#)

**403.**

1399A

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Quality: 80,614 global accepts · Rating: 800 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**404.**

101911I

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Rating: 800 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**405.**

1646B

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Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

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**406.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math

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**407.**

1642A

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Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry

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**408.**

1644B

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Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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**409.**

1644A

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Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**410.**

1635B

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**411.**

1635A

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**412.**

1638A

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**413.**

200B

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**414.**

686A

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implementation

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**415.**

1634A

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**416.**

1632A

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**417.**

1579A

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**418.**

1625A

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**419.**

1631A

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**420.**

1629B

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**421.**

1629A

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**422.**

1582A

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**423.**

1626A

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**424.**

1627A

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**425.**

1624A

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**426.**

1621A

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**427.**

1618B

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Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · last AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**428.**

282A

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Quality: 358,384 global accepts · Rating: 800 · first AC: 2021-11-06 · last AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**429.**

158A

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**430.**

50A

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**431.**

231A

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**432.**

71A

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**433.**

1616A

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1623A

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**435.**

1622A

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**436.**

1619B

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1608A

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**438.**

1619A

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**439.**

1618A

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1584A

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1614A

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**442.**

1611B

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1611A

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1512A

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**446.**

1605A

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1593A

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1607A

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271A

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734A

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41A

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110A

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**454.**

116A

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59A

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977A

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**457.**

617A

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546A

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**459.**

791A

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**460.**

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266A

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281A

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339A

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**464.**

112A

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263A

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**466.**

1592A

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**467.**

1594A

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**468.**

1562A

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**469.**

1581A

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**470.**

1574A

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**471.**

1560C

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**472.**

1560B

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**473.**

1560A

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**474.**

1499A

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1569A

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**476.**

1549B

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1549A

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**478.**

1573A

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**479.**

1566B

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1567A

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**481.**

1556A

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**482.**

1561A

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1504A

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**484.**

1368A

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22A

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1557A

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1497A

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**489.**

1520B

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**490.**

1546A

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**491.**

1538B

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1534A

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**493.**

1525A

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**494.**

1536A

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**495.**

1535A

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**496.**

1526A

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**497.**

1527A

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**498.**

1529A

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**499.**

1520A

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1498A

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**501.**

1490A

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**502.**

1515A

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**503.**

1511A

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**504.**

1519A

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**505.**

1519B

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1517A

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**507.**

1516A

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**508.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**509.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2021-04-06 · last AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[Proofy's solution](#)

**510.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,836 global accepts · Rating: 800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Proofy's solution](#)

**511.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Proofy's solution](#)

**512.**

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Proofy's solution](#)

**513.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**514.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,476 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Proofy's solution](#)

**515.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 900 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Proofy's solution](#)

**516.**

2132B

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

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**517.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**518.**

2114B

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

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**519.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[Proofy's solution](#)

**520.**

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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**521.**

2060C

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

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers  
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**522.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Proofy's solution](#)

**523.**

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
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**524.**

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
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**525.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings  
[Proofy's solution](#)

**526.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**527.**

1988A

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Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[Proofy's solution](#)

**528.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Proofy's solution](#)

**529.**

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[Proofy's solution](#)

**530.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
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**531.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Proofy's solution](#)

**532.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
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**533.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math  
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**534.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math  
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**535.**

1879B

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Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**536.**

1872B

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

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
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**537.**

1860A

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**538.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[Proofy's solution](#)

**539.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,837 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
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**540.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
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**541.**

1845B

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**542.**

1837B

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[Proofy's solution](#)

**543.**

1833B

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Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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**544.**

1828B

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**545.**

1823B

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**546.**

1808A

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

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**547.**

1807D

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Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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**548.**

1806B

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Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**549.**

1794B

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Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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**550.**

1795B

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**551.**

1537B

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**552.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

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**553.**

1775A2

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

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**554.**

1768B

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Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · last AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**555.**

1779B

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Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**556.**

1771A

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Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

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**557.**

1764B

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Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**558.**

1758B

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Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**559.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**560.**

1433C

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Quality: 28,607 global accepts · Rating: 900 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**561.**

1747B

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Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**562.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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**563.**

1749B

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Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**564.**

1733B

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Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**565.**

1742C

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Quality: 40,094 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**566.**

1462C

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**567.**

1737A

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Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

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**568.**

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**569.**

1720A

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Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-22 · last AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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**570.**

1335B

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**571.**

1726A

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Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**572.**

1714A

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Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**573.**

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

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**574.**

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**575.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

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**576.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**577.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2022-03-22 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Proofy's solution](#)

**578.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**579.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

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**580.**

1699B

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Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Proofy's solution](#)

**581.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Proofy's solution](#)

**582.**

1696B

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Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**583.**

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: math

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**584.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**585.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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**586.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**587.**

1679A

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Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Proofy's solution](#)

**588.**

1612B

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Quality: 18,432 global accepts · Rating: 900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**589.**

1675B

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Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**590.**

1543B

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Quality: 24,480 global accepts · Rating: 900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Proofy's solution](#)

**591.**

1543A

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Quality: 40,968 global accepts · Rating: 900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Proofy's solution](#)

**592.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Proofy's solution](#)

**593.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[Proofy's solution](#)

**594.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Proofy's solution](#)

**595.**

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-11-29 · last AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Proofy's solution](#)

**596.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Proofy's solution](#)

**597.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Proofy's solution](#)

**598.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**599.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**600.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**601.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,374 global accepts · Rating: 900 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

**602.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,962 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**603.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Proofy's solution](#)

**604.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Proofy's solution](#)

**605.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Proofy's solution](#)

**606.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2021-08-14 · last AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Proofy's solution](#)

**607.**

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Proofy's solution](#)

**608.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Proofy's solution](#)

**609.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,365 global accepts · Rating: 900 · first AC: 2021-04-05 · last AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Proofy's solution](#)

**610.**

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · last AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Proofy's solution](#)

**611.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Proofy's solution](#)

**612.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Proofy's solution](#)

**613.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: math, number theory

[Proofy's solution](#)

**614.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Proofy's solution](#)

**615.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, math

[Proofy's solution](#)

**616.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · last AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math

[Proofy's solution](#)

**617.**

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

math

[Proofy's solution](#)

**618.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**619.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**620.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Proofy's solution](#)

**621.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Proofy's solution](#)

**622.**

2167D

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

Quality: 30,215 global accepts · Rating: 1000 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[Proofy's solution](#)

**623.**

2156B

[Strange Machine](#) · [Tutorial](#)

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

[Proofy's solution](#)

**624.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Proofy's solution](#)

**625.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**626.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**627.**

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Proofy's solution](#)

**628.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Proofy's solution](#)

**629.**

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**630.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Proofy's solution](#)

**631.**

2132C1

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

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**632.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Proofy's solution](#)

**633.**

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Proofy's solution](#)

**634.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Proofy's solution](#)

**635.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Proofy's solution](#)

**636.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Proofy's solution](#)

**637.**

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**638.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Proofy's solution](#)

**639.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**640.**

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Proofy's solution](#)

**641.**

2004B

[Game with Doors](#) · [Tutorial](#)

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

[Proofy's solution](#)

**642.**

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Proofy's solution](#)

**643.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Proofy's solution](#)

**644.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Proofy's solution](#)

**645.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Proofy's solution](#)

**646.**

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Proofy's solution](#)

**647.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**648.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Proofy's solution](#)

**649.**

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Proofy's solution](#)

**650.**

1876A

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

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**651.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Proofy's solution](#)

**652.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Proofy's solution](#)

**653.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**654.**

1844B

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

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

[Proofy's solution](#)

**655.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

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

[Proofy's solution](#)

**656.**

1834B

[Maximum Strength](#) · [Tutorial](#)

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

[Proofy's solution](#)

**657.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**658.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**659.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,589 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Proofy's solution](#)

**660.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**661.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Proofy's solution](#)

**662.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Proofy's solution](#)

**663.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**664.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Proofy's solution](#)

**665.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Proofy's solution](#)

**666.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**667.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Proofy's solution](#)

**668.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Proofy's solution](#)

**669.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Proofy's solution](#)

**670.**

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**671.**

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**672.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Proofy's solution](#)

**673.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Proofy's solution](#)

**674.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Proofy's solution](#)

**675.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**676.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**677.**

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Proofy's solution](#)

**678.**

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**679.**

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Proofy's solution](#)

**680.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Proofy's solution](#)

### 681.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Proofy's solution](#)

### 682.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Proofy's solution](#)

### 683.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · last AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Proofy's solution](#)

### 684.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[Proofy's solution](#)

### 685.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Proofy's solution](#)

### 686.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

### 687.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

### 688.

1620B

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

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2021-12-18 · last AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Proofy's solution](#)

### 689.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Proofy's solution](#)

### 690.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[Proofy's solution](#)

**691.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math  
[Proofy's solution](#)

**692.**

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[Proofy's solution](#)

**693.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[Proofy's solution](#)

**694.**

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Proofy's solution](#)

**695.**

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[Proofy's solution](#)

**696.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[Proofy's solution](#)

**697.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[Proofy's solution](#)

**698.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,062 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[Proofy's solution](#)

**699.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[Proofy's solution](#)

**700.**

1690D

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

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[Proofy's solution](#)

**701.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

## 702.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Proofy's solution](#)

## 703.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[Proofy's solution](#)

## 704.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,642 global accepts · Rating: 1000 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Proofy's solution](#)

## 705.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[Proofy's solution](#)

## 706.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Proofy's solution](#)

## 707.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Proofy's solution](#)

## 708.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,016 global accepts · Rating: 1000 · first AC: 2021-08-14 · last AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Proofy's solution](#)

## 709.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,508 global accepts · Rating: 1000 · first AC: 2021-08-14 · last AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

## 710.

101911J

[Buying a TV Set](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

## 711.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**712.**

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Proofy's solution](#)

**713.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1000 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**714.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Proofy's solution](#)

**715.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2021-09-08 · last AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Proofy's solution](#)

**716.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Proofy's solution](#)

**717.**

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**718.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,044 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Proofy's solution](#)

**719.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**720.**

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Proofy's solution](#)

**721.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**722.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Proofy's solution](#)

**723.**

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Proofy's solution](#)

**724.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**725.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Proofy's solution](#)

**726.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Proofy's solution](#)

**727.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Proofy's solution](#)

**728.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**729.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,838 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Proofy's solution](#)

**730.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Proofy's solution](#)

**731.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**732.**

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Proofy's solution](#)

**733.**

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Proofy's solution](#)

### 734.

1490B

[Balanced Remainders](#) · [Tutorial](#)

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Proofy's solution](#)

### 735.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Proofy's solution](#)

### 736.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Proofy's solution](#)

### 737.

2160B

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

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Proofy's solution](#)

### 738.

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Proofy's solution](#)

### 739.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

### 740.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,914 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Proofy's solution](#)

### 741.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Proofy's solution](#)

### 742.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

### 743.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Proofy's solution](#)

**744.**

2125C

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

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Proofy's solution](#)

**745.**

2126C

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

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**746.**

2112B

[Shrinking Array](#) · [Tutorial](#)

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

[Proofy's solution](#)

**747.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · last AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[Proofy's solution](#)

**748.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Proofy's solution](#)

**749.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Proofy's solution](#)

**750.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Proofy's solution](#)

**751.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Proofy's solution](#)

**752.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Proofy's solution](#)

**753.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, sortings

[Proofy's solution](#)

**754.**

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**755.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · last AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**756.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**757.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

**758.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Proofy's solution](#)

**759.**

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

[Proofy's solution](#)

**760.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[Proofy's solution](#)

**761.**

2004C

[Splitting Items](#) · [Tutorial](#)

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

[Proofy's solution](#)

**762.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Proofy's solution](#)

**763.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Proofy's solution](#)

**764.**

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Proofy's solution](#)

**765.**

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Proofy's solution](#)

**766.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Proofy's solution](#)

**767.**

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Proofy's solution](#)

**768.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Proofy's solution](#)

**769.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Proofy's solution](#)

**770.**

1899B

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

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

[Proofy's solution](#)

**771.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Proofy's solution](#)

**772.**

1884B

[Haunted House](#) · [Tutorial](#)

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

[Proofy's solution](#)

**773.**

1873E

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

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Proofy's solution](#)

**774.**

1872C

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

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**775.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**776.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Proofy's solution](#)

**777.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Proofy's solution](#)

**778.**

1850E

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

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Proofy's solution](#)

**779.**

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Proofy's solution](#)

**780.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**781.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Proofy's solution](#)

**782.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Proofy's solution](#)

**783.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, sortings

[Proofy's solution](#)

**784.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers  
[Proofy's solution](#)

**785.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation  
[Proofy's solution](#)

**786.**

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Proofy's solution](#)

**787.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[Proofy's solution](#)

**788.**

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings  
[Proofy's solution](#)

**789.**

1797B

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

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[Proofy's solution](#)

**790.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[Proofy's solution](#)

**791.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings  
[Proofy's solution](#)

**792.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,120 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[Proofy's solution](#)

**793.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Proofy's solution](#)

**794.**

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-10 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Proofy's solution](#)

**795.**

1791E

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

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Proofy's solution](#)

**796.**

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**797.**

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Proofy's solution](#)

**798.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Proofy's solution](#)

**799.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Proofy's solution](#)

**800.**

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**801.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Proofy's solution](#)

**802.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Proofy's solution](#)

**803.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[Proofy's solution](#)

**804.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Proofy's solution](#)

**805.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[Proofy's solution](#)

**806.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**807.**

1327A

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

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: math

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1729C

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1360C

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**810.**

1726B

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**811.**

1717B

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**812.**

1722D

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**813.**

1712C

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**814.**

1547C

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**815.**

1401B

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1706B

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1382B

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**818.**

1708B

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1703D

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1633C

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**821.**

1609B

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1610B

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**823.**

1685A

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**824.**

1700B

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1692D

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**826.**

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1682B

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**828.**

1676E

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**829.**

1670B

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**830.**

1675C

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**831.**

1506B

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**832.**

1673B

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1616B

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**834.**

1672C

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**835.**

1637B

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**836.**

1669F

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**837.**

1669D

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**838.**

1604B

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**839.**

1656B

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349A

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**841.**

1638B

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66B

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**844.**

1625B

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1631B

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**846.**

1626B

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**847.**

1624C

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**848.**

1407A

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**849.**

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1623B

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**851.**

1324C

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**852.**

1324B

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**853.**

1593D1

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**854.**

1594B

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**855.**

1574B

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**856.**

1566D1

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**857.**

402A

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**858.**

1213B

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767A

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**861.**

706B

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**862.**

1428C

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1426C

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1523B

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**865.**

1534B

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**866.**

1529B

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**867.**

483A

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**869.**

1511B

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**870.**

1511C

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**871.**

501B

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**872.**

2158B

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**873.**

2170B

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**874.**

2161C

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**875.**

2149D

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**876.**

2148E

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Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

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**877.**

2137D

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**878.**

2134C

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Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · last AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

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**879.**

2135A

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**880.**

2134B

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Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

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**881.**

2128C

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Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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**882.**

2126D

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**883.**

2119B

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**884.**

2123D

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**885.**

2113B

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Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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**886.**

2121C

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Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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**887.**

2118B

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Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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**888.**

2117D

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**889.**

2117C

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Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

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**890.**

2094E

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Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

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**891.**

2067B

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Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

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**892.**

2065D

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Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**893.**

2056C

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Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

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**894.**

2053B

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Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

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**895.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

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**896.**

2051D

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**897.**

2020B

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**898.**

2000D

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2002C

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1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**901.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Proofy's solution](#)

**902.**

1982B

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[Proofy's solution](#)

**903.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[Proofy's solution](#)

**904.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

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**905.**

1925B

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Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Proofy's solution](#)

**906.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Proofy's solution](#)

**907.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Proofy's solution](#)

**908.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

**909.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

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

[Proofy's solution](#)

**910.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Proofy's solution](#)

**911.**

1872D

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

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Proofy's solution](#)

**912.**

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Proofy's solution](#)

**913.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Proofy's solution](#)

**914.**

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**915.**

1848B

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

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Proofy's solution](#)

**916.**

1846C

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

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

[Proofy's solution](#)

**917.**

1846D

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

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Proofy's solution](#)

**918.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Proofy's solution](#)

**919.**

1834C

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

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

[Proofy's solution](#)

**920.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**921.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Proofy's solution](#)

**922.**

1808B

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

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Proofy's solution](#)

**923.**

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Proofy's solution](#)

**924.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Proofy's solution](#)

**925.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Proofy's solution](#)

**926.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**927.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Proofy's solution](#)

**928.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Proofy's solution](#)

**929.**

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar

[Proofy's solution](#)

**930.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[Proofy's solution](#)

**931.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2021-03-22 · last AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Proofy's solution](#)

**932.**

1744D

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

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Proofy's solution](#)

**933.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Proofy's solution](#)

**934.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**935.**

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Proofy's solution](#)

**936.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Proofy's solution](#)

**937.**

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**938.**

1729D

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

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Proofy's solution](#)

**939.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**940.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Proofy's solution](#)

**941.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Proofy's solution](#)

**942.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Proofy's solution](#)

**943.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Proofy's solution](#)

**944.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Proofy's solution](#)

**945.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**946.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-07-05 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Proofy's solution](#)

**947.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Proofy's solution](#)

**948.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Proofy's solution](#)

**949.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**950.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**951.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Proofy's solution](#)

**952.**

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Proofy's solution](#)

**953.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**954.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Proofy's solution](#)

**955.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**956.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Proofy's solution](#)

**957.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**958.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Proofy's solution](#)

**959.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Proofy's solution](#)

**960.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Proofy's solution](#)

**961.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**962.**

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**963.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Proofy's solution](#)

**964.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Proofy's solution](#)

**965.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[Proofy's solution](#)

**966.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[Proofy's solution](#)

**967.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**968.**

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Proofy's solution](#)

**969.**

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Proofy's solution](#)

**970.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[Proofy's solution](#)

**971.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation  
[Proofy's solution](#)

**972.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[Proofy's solution](#)

**973.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[Proofy's solution](#)

**974.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[Proofy's solution](#)

**975.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Proofy's solution](#)

**976.**

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Proofy's solution](#)

**977.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees  
[Proofy's solution](#)

**978.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[Proofy's solution](#)

**979.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Proofy's solution](#)

**980.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Proofy's solution](#)

**981.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[Proofy's solution](#)

**982.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Proofy's solution](#)

**983.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**984.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Proofy's solution](#)

**985.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,884 global accepts · Rating: 1200 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Proofy's solution](#)

**986.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Proofy's solution](#)

**987.**

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2021-08-14 · last AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**988.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: \*special, strings

[Proofy's solution](#)

**989.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-07-12 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Proofy's solution](#)

**990.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[Proofy's solution](#)

**991.**

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Proofy's solution](#)

**992.**

1527B1

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

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Proofy's solution](#)

**993.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Proofy's solution](#)

**994.**

1514B

[AND 0. Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Proofy's solution](#)

**995.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Proofy's solution](#)

**996.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1200 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[Proofy's solution](#)

**997.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Proofy's solution](#)

**998.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**999.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Proofy's solution](#)

**1000.**

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Proofy's solution](#)

**1001.**

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Proofy's solution](#)

**1002.**

2146C

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

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

[Proofy's solution](#)

**1003.**

2143C

[Max Tree](#) · [Tutorial](#)

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

[Proofy's solution](#)

**1004.**

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Proofy's solution](#)

**1005.**

2127B

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

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

[Proofy's solution](#)

**1006.**

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Proofy's solution](#)

**1007.**

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Proofy's solution](#)

**1008.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Proofy's solution](#)

**1009.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-06-24 · last AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Proofy's solution](#)

**1010.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Proofy's solution](#)

**1011.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Proofy's solution](#)

**1012.**

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[Proofy's solution](#)

**1013.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Proofy's solution](#)

**1014.**

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[Proofy's solution](#)

**1015.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Proofy's solution](#)

**1016.**

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Proofy's solution](#)

**1017.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Proofy's solution](#)

**1018.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy,

implementation, math, number theory

[Proofy's solution](#)

**1019.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[Proofy's solution](#)

**1020.**

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Proofy's solution](#)

**1021.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Proofy's solution](#)

**1022.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**1023.**

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Proofy's solution](#)

**1024.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Proofy's solution](#)

**1025.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Proofy's solution](#)

**1026.**

1980C

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

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**1027.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Proofy's solution](#)

**1028.**

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Proofy's solution](#)

**1029.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Proofy's solution](#)

**1030.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Proofy's solution](#)

**1031.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Proofy's solution](#)

**1032.**

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

**1033.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Proofy's solution](#)

**1034.**

1899E

[Queue Sort](#) · [Tutorial](#)

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

[Proofy's solution](#)

**1035.**

1899D

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

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

[Proofy's solution](#)

**1036.**

1881D

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

Quality: 28,444 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**1037.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Proofy's solution](#)

**1038.**

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Proofy's solution](#)

**1039.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two

pointers

[Proofy's solution](#)

**1040.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Proofy's solution](#)

**1041.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Proofy's solution](#)

**1042.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Proofy's solution](#)

**1043.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Proofy's solution](#)

**1044.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proofy's solution](#)

**1045.**

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-11 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Proofy's solution](#)

**1046.**

1850F

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

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

[Proofy's solution](#)

**1047.**

1844C

[Particles](#) · [Tutorial](#)

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

[Proofy's solution](#)

**1048.**

1846E1

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

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Proofy's solution](#)

**1049.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**1050.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[Proofy's solution](#)

**1051.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Proofy's solution](#)

**1052.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Proofy's solution](#)

**1053.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Proofy's solution](#)

**1054.**

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Proofy's solution](#)

**1055.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Proofy's solution](#)

**1056.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[Proofy's solution](#)

**1057.**

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Proofy's solution](#)

**1058.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**1059.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Proofy's solution](#)

**1060.**

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**1061.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Proofy's solution](#)

**1062.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Proofy's solution](#)

**1063.**

1775B

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

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

[Proofy's solution](#)

**1064.**

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[Proofy's solution](#)

**1065.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**1066.**

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Proofy's solution](#)

**1067.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Proofy's solution](#)

**1068.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Proofy's solution](#)

**1069.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

**1070.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Proofy's solution](#)

### 1071.

1754C1

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

Rating: 1300 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

### 1072.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Proofy's solution](#)

### 1073.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · last AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Proofy's solution](#)

### 1074.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Proofy's solution](#)

### 1075.

1737B

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

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

[Proofy's solution](#)

### 1076.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Proofy's solution](#)

### 1077.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

### 1078.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Proofy's solution](#)

### 1079.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

### 1080.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[Proofy's solution](#)

**1081.**

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Proofy's solution](#)

**1082.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Proofy's solution](#)

**1083.**

1225B2

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

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Proofy's solution](#)

**1084.**

1382C1

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

Rating: 1300 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, strings

[Proofy's solution](#)

**1085.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Proofy's solution](#)

**1086.**

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Proofy's solution](#)

**1087.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Proofy's solution](#)

**1088.**

1372B

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

Quality: 36,400 global accepts · Rating: 1300 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Proofy's solution](#)

**1089.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Proofy's solution](#)

**1090.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Proofy's solution](#)

**1091.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**1092.**

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

**1093.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,152 global accepts · Rating: 1300 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Proofy's solution](#)

**1094.**

304C

[Lucky Permutation Triple](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**1095.**

1591C

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

Rating: 1300 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proofy's solution](#)

**1096.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Proofy's solution](#)

**1097.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Proofy's solution](#)

**1098.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[Proofy's solution](#)

**1099.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,122 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Proofy's solution](#)

**1100.**

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Proofy's solution](#)

**1101.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, strings

[Proofy's solution](#)

**1102.**

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Proofy's solution](#)

**1103.**

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Proofy's solution](#)

**1104.**

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

**1105.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Proofy's solution](#)

**1106.**

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Proofy's solution](#)

**1107.**

1604C

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

Rating: 1300 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Proofy's solution](#)

**1108.**

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**1109.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2022-03-08 · last AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Proofy's solution](#)

**1110.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2022-03-02 · last AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Proofy's solution](#)

**1111.**

1638C

[Inversion Graph](#) · [Tutorial](#)

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

[Proofy's solution](#)

**1112.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Proofy's solution](#)

**1113.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Proofy's solution](#)

**1114.**

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Proofy's solution](#)

**1115.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Proofy's solution](#)

**1116.**

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Proofy's solution](#)

**1117.**

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

**1118.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Proofy's solution](#)

**1119.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Proofy's solution](#)

**1120.**

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Proofy's solution](#)

**1121.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Proofy's solution](#)

**1122.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[Proofy's solution](#)

**1123.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Proofy's solution](#)

**1124.**

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Proofy's solution](#)

**1125.**

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[Proofy's solution](#)

**1126.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Proofy's solution](#)

**1127.**

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Proofy's solution](#)

**1128.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2021-02-16 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Proofy's solution](#)

**1129.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Proofy's solution](#)

**1130.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Proofy's solution](#)

**1131.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,069 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Proofy's solution](#)

**1132.**

2156C

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

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

**1133.**

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive  
[Proofy's solution](#)

**1134.**

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory  
[Proofy's solution](#)

**1135.**

2152C

[Triple Removal](#) · [Tutorial](#)

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

**1136.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive  
[Proofy's solution](#)

**1137.**

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[Proofy's solution](#)

**1138.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[Proofy's solution](#)

**1139.**

2131D

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

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees  
[Proofy's solution](#)

**1140.**

2127C

[Trip Shopping](#) · [Tutorial](#)

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

**1141.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Proofy's solution](#)

**1142.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy, sortings, two pointers

[Proofy's solution](#)

**1143.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Proofy's solution](#)

**1144.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Proofy's solution](#)

**1145.**

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Proofy's solution](#)

**1146.**

2114D

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

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Proofy's solution](#)

**1147.**

2114E

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

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Proofy's solution](#)

**1148.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Proofy's solution](#)

**1149.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Proofy's solution](#)

**1150.**

2067D

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

Rating: 1400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Proofy's solution](#)

**1151.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Proofy's solution](#)

**1152.**

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Proofy's solution](#)

### 1153.

2033C

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

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Proofy's solution](#)

### 1154.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Proofy's solution](#)

### 1155.

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[Proofy's solution](#)

### 1156.

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

[Proofy's solution](#)

### 1157.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Proofy's solution](#)

### 1158.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Proofy's solution](#)

### 1159.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Proofy's solution](#)

### 1160.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Proofy's solution](#)

### 1161.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

### 1162.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Proofy's solution](#)

**1163.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Proofy's solution](#)

**1164.**

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Proofy's solution](#)

**1165.**

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**1166.**

1844D

[Row Major](#) · [Tutorial](#)

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

[Proofy's solution](#)

**1167.**

1847C

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

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

[Proofy's solution](#)

**1168.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Proofy's solution](#)

**1169.**

1825C

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

Rating: 1400 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Proofy's solution](#)

**1170.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**1171.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Proofy's solution](#)

**1172.**

1840D

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

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Proofy's solution](#)

**1173.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Proofy's solution](#)

**1174.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[Proofy's solution](#)

**1175.**

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Proofy's solution](#)

**1176.**

1790E

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

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

[Proofy's solution](#)

**1177.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

**1178.**

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Proofy's solution](#)

**1179.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Proofy's solution](#)

**1180.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Proofy's solution](#)

**1181.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Proofy's solution](#)

**1182.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Proofy's solution](#)

**1183.**

1748B

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

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

**1184.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[Proofy's solution](#)

**1185.**

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[Proofy's solution](#)

**1186.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings  
[Proofy's solution](#)

**1187.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation  
[Proofy's solution](#)

**1188.**

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[Proofy's solution](#)

**1189.**

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Proofy's solution](#)

**1190.**

1462D

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

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[Proofy's solution](#)

**1191.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings  
[Proofy's solution](#)

**1192.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[Proofy's solution](#)

**1193.**

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers  
[Proofy's solution](#)

**1194.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[Proofy's solution](#)

**1195.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation  
[Proofy's solution](#)

**1196.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[Proofy's solution](#)

**1197.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings  
[Proofy's solution](#)

**1198.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers  
[Proofy's solution](#)

**1199.**

1696C

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

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

**1200.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings  
[Proofy's solution](#)

**1201.**

1691C

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

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[Proofy's solution](#)

**1202.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search  
[Proofy's solution](#)

### 1203.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[Proofy's solution](#)

### 1204.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Proofy's solution](#)

### 1205.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Proofy's solution](#)

### 1206.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Proofy's solution](#)

### 1207.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Proofy's solution](#)

### 1208.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Proofy's solution](#)

### 1209.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Proofy's solution](#)

### 1210.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Proofy's solution](#)

### 1211.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Proofy's solution](#)

### 1212.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[Proofy's solution](#)

**1213.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,201 global accepts · Rating: 1400 · first AC: 2021-05-10 · last AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Proofy's solution](#)

**1214.**

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**1215.**

1654C

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

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

[Proofy's solution](#)

**1216.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[Proofy's solution](#)

**1217.**

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Proofy's solution](#)

**1218.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Proofy's solution](#)

**1219.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Proofy's solution](#)

**1220.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · last AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Proofy's solution](#)

**1221.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[Proofy's solution](#)

**1222.**

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2022-01-16 · last AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Proofy's solution](#)

### 1223.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Proofy's solution](#)

### 1224.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Proofy's solution](#)

### 1225.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Proofy's solution](#)

### 1226.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Proofy's solution](#)

### 1227.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Proofy's solution](#)

### 1228.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[Proofy's solution](#)

### 1229.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: graphs, greedy

[Proofy's solution](#)

### 1230.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp

[Proofy's solution](#)

### 1231.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Proofy's solution](#)

### 1232.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Proofy's solution](#)

### 1233.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Proofy's solution](#)

### 1234.

550B

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

Quality: 27,461 global accepts · Rating: 1400 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Proofy's solution](#)

### 1235.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Proofy's solution](#)

### 1236.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[Proofy's solution](#)

### 1237.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,764 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Proofy's solution](#)

### 1238.

131C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

### 1239.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Proofy's solution](#)

### 1240.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Proofy's solution](#)

### 1241.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Proofy's solution](#)

### 1242.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Proofy's solution](#)

**1243.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Proofy's solution](#)

**1244.**

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1400 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

**1245.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Proofy's solution](#)

**1246.**

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Proofy's solution](#)

**1247.**

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Proofy's solution](#)

**1248.**

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Proofy's solution](#)

**1249.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[Proofy's solution](#)

**1250.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Proofy's solution](#)

**1251.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Proofy's solution](#)

**1252.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Proofy's solution](#)

**1253.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Proofy's solution](#)

**1254.**

2121E

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

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Proofy's solution](#)

**1255.**

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Proofy's solution](#)

**1256.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Proofy's solution](#)

**1257.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Proofy's solution](#)

**1258.**

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Proofy's solution](#)

**1259.**

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Proofy's solution](#)

**1260.**

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Proofy's solution](#)

**1261.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Proofy's solution](#)

**1262.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Proofy's solution](#)

### 1263.

2008E

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

Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Proofy's solution](#)

### 1264.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Proofy's solution](#)

### 1265.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

### 1266.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Proofy's solution](#)

### 1267.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Proofy's solution](#)

### 1268.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Proofy's solution](#)

### 1269.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Proofy's solution](#)

### 1270.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Proofy's solution](#)

### 1271.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Proofy's solution](#)

### 1272.

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

[Proofy's solution](#)

**1273.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Proofy's solution](#)

**1274.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

**1275.**

1872E

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

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Proofy's solution](#)

**1276.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Proofy's solution](#)

**1277.**

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Proofy's solution](#)

**1278.**

1850G

[The Morning Star](#) · [Tutorial](#)

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

[Proofy's solution](#)

**1279.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Proofy's solution](#)

**1280.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Proofy's solution](#)

**1281.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Proofy's solution](#)

**1282.**

1800E2

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

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Proofy's solution](#)

**1283.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Proofy's solution](#)

**1284.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Proofy's solution](#)

**1285.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Proofy's solution](#)

**1286.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Proofy's solution](#)

**1287.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Proofy's solution](#)

**1288.**

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Proofy's solution](#)

**1289.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, strings

[Proofy's solution](#)

**1290.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**1291.**

1760F

[Quests](#) · [Tutorial](#)

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**1292.**

1759E

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**1293.**

877B

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**1294.**

1740D

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**1295.**

1754C2

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Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
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**1296.**

1732D1

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**1297.**

1744E1

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**1298.**

1742F

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**1299.**

1462E1

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**1300.**

1738C

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Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-08 · last AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math  
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**1301.**

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math  
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**1302.**

1739C

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**1303.**

265D

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Rating: 1500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

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**1304.**

1722G

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**1305.**

1547E

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**1306.**

1611D

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Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · last AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

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**1307.**

892C

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Rating: 1500 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**1308.**

1710A

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[Proofy's solution](#)

**1309.**

1552B

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Quality: 16,932 global accepts · Rating: 1500 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

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**1310.**

1372C

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Quality: 19,092 global accepts · Rating: 1500 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**1311.**

1545A

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**1312.**

1536C

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Quality: 16,123 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, number theory

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**1313.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**1314.**

1379B

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[Proofy's solution](#)

**1315.**

1379A

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

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[Proofy's solution](#)

**1316.**

1659C

[Line Empire](#) · [Tutorial](#)

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**1317.**

1690E

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

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[Proofy's solution](#)

**1318.**

1675E

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**1319.**

1676H2

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Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

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**1320.**

1506E

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**1321.**

1673C

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**1322.**

1487D

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**1323.**

1352F

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1352E

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[Proofy's solution](#)**1325.**

1651C

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[Proofy's solution](#)**1326.**

1646C

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[Proofy's solution](#)**1327.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)**1328.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Proofy's solution](#)**1329.**

104C

[Cthulhu](#) · [Tutorial](#)

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166E

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[Proofy's solution](#)**1331.**

1621B

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

[Proofy's solution](#)**1332.**

1614C

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**1333.**

687A

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Quality: 16,485 global accepts · Rating: 1500 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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**1334.**

1418C

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Quality: 28,149 global accepts · Rating: 1500 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Proofy's solution](#)

**1335.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Proofy's solution](#)

**1336.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**1337.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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**1338.**

276C

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

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Proofy's solution](#)

**1339.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

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**1340.**

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Proofy's solution](#)

**1341.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy

[Proofy's solution](#)

**1342.**

1301B

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Quality: 14,970 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

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**1343.**

1385D

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Quality: 21,966 global accepts · Rating: 1500 · first AC: 2021-06-02 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute

force, divide and conquer, dp, implementation

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**1344.**

1538F

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Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Proofy's solution](#)

**1345.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

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**1346.**

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

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**1347.**

580C

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Quality: 55,487 global accepts · Rating: 1500 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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**1348.**

320B

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**1349.**

977E

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**1350.**

1516B

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**1351.**

702B

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**1352.**

2167G

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**1353.**

2167F

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**1354.**

2167E

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**1355.**

2162E

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

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**1356.**

2132D

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**1357.**

2130D

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Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

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**1358.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

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**1359.**

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

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**1360.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

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**1361.**

1779C

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**1362.**

2117E

[Lost Soul](#) · [Tutorial](#)

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**1363.**

2084D

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Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Proofy's solution](#)

**1364.**

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Proofy's solution](#)

**1365.**

2061D

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

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**1366.**

2061C

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[Proofy's solution](#)

**1367.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Proofy's solution](#)

**1368.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Proofy's solution](#)

**1369.**

1778C

[Flexible String](#) · [Tutorial](#)

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**1370.**

2036E

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Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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**1371.**

2004D

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Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Proofy's solution](#)

**1372.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Proofy's solution](#)

**1373.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy,

implementation, math

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**1374.**

1980E

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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

[Proofy's solution](#)

**1375.**

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**1376.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Proofy's solution](#)

**1377.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Proofy's solution](#)

**1378.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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**1379.**

681C

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Quality: 9,840 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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**1380.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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**1381.**

1861C

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Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

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**1382.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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**1383.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

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**1384.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Proofy's solution](#)

**1385.**

1843E

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Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Proofy's solution](#)

**1386.**

1840E

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Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Proofy's solution](#)

**1387.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Proofy's solution](#)

**1388.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Proofy's solution](#)

**1389.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Proofy's solution](#)

**1390.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Proofy's solution](#)

**1391.**

1806C

[Sequence Master](#) · [Tutorial](#)

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

[Proofy's solution](#)

**1392.**

1802C

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

Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Proofy's solution](#)

**1393.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Proofy's solution](#)

### 1394.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Proofy's solution](#)

### 1395.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

### 1396.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Proofy's solution](#)

### 1397.

888D

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

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2022-10-09 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Proofy's solution](#)

### 1398.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Proofy's solution](#)

### 1399.

524A

[A\\$>Ct=CāCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proofy's solution](#)

### 1400.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Proofy's solution](#)

### 1401.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Proofy's solution](#)

### 1402.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

### 1403.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Proofy's solution](#)

**1404.**

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Proofy's solution](#)

**1405.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Proofy's solution](#)

**1406.**

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Proofy's solution](#)

**1407.**

1754D

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

Rating: 1600 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Proofy's solution](#)

**1408.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · last AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Proofy's solution](#)

**1409.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Proofy's solution](#)

**1410.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1600 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Proofy's solution](#)

**1411.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Proofy's solution](#)

**1412.**

453A

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

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2021-09-28 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[Proofy's solution](#)

**1413.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Proofy's solution](#)

**1414.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Proofy's solution](#)

**1415.**

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · last AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Proofy's solution](#)

**1416.**

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Proofy's solution](#)

**1417.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Proofy's solution](#)

**1418.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Proofy's solution](#)

**1419.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Proofy's solution](#)

**1420.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Proofy's solution](#)

**1421.**

1702E

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

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Proofy's solution](#)

**1422.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Proofy's solution](#)

**1423.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Proofy's solution](#)

### 1424.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · last AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Proofy's solution](#)

### 1425.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2022-06-28 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

### 1426.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Proofy's solution](#)

### 1427.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-04-24 · last AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[Proofy's solution](#)

### 1428.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Proofy's solution](#)

### 1429.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2021-05-03 · last AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Proofy's solution](#)

### 1430.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Proofy's solution](#)

### 1431.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[Proofy's solution](#)

### 1432.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Proofy's solution](#)

### 1433.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

**1434.**

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Proofy's solution](#)

**1435.**

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Proofy's solution](#)

**1436.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Proofy's solution](#)

**1437.**

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation

[Proofy's solution](#)

**1438.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**1439.**

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Proofy's solution](#)

**1440.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Proofy's solution](#)

**1441.**

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Proofy's solution](#)

**1442.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Proofy's solution](#)

**1443.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Proofy's solution](#)

**1444.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[Proofy's solution](#)

**1445.**

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**1446.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Proofy's solution](#)

**1447.**

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**1448.**

101911A

[Coffee Break](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**1449.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Proofy's solution](#)

**1450.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation, number theory

[Proofy's solution](#)

**1451.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**1452.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Proofy's solution](#)

**1453.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Proofy's solution](#)

**1454.**

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Proofy's solution](#)

**1455.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Proofy's solution](#)

**1456.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Proofy's solution](#)

**1457.**

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Proofy's solution](#)

**1458.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Proofy's solution](#)

**1459.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Proofy's solution](#)

**1460.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Proofy's solution](#)

**1461.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Proofy's solution](#)

**1462.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Proofy's solution](#)

**1463.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2021-07-22 · last AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp

[Proofy's solution](#)

**1464.**

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Proofy's solution](#)

**1465.**

510C

[Fox And Names · Tutorial](#)

Quality: 22,172 global accepts · Rating: 1600 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[Proofy's solution](#)

**1466.**

1529C

[Parsa's Humongous Tree · Tutorial](#)

Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Proofy's solution](#)

**1467.**

1303C

[Perfect Keyboard · Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Proofy's solution](#)

**1468.**

992B

[Nastya Studies Informatics · Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**1469.**

1511D

[Min Cost String · Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Proofy's solution](#)

**1470.**

1519D

[Maximum Sum of Products · Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Proofy's solution](#)

**1471.**

377A

[Maze · Tutorial](#)

Quality: 27,061 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Proofy's solution](#)

**1472.**

1006E

[Military Problem · Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Proofy's solution](#)

**1473.**

347C

[Alice and Bob · Tutorial](#)

Rating: 1600 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Proofy's solution](#)

**1474.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[Proofy's solution](#)

**1475.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

**1476.**

2160D

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

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

[Proofy's solution](#)

**1477.**

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Proofy's solution](#)

**1478.**

2135B

[For the Champion](#) · [Tutorial](#)

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

[Proofy's solution](#)

**1479.**

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Proofy's solution](#)

**1480.**

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Proofy's solution](#)

**1481.**

2123F

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

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Proofy's solution](#)

**1482.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Proofy's solution](#)

**1483.**

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Proofy's solution](#)

**1484.**

2112D

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

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

[Proofy's solution](#)

**1485.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Proofy's solution](#)

**1486.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Proofy's solution](#)

**1487.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Proofy's solution](#)

**1488.**

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Proofy's solution](#)

**1489.**

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Proofy's solution](#)

**1490.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Proofy's solution](#)

**1491.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Proofy's solution](#)

**1492.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Proofy's solution](#)

**1493.**

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Proofy's solution](#)

**1494.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Proofy's solution](#)

**1495.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Proofy's solution](#)

**1496.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Proofy's solution](#)

**1497.**

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Proofy's solution](#)

**1498.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Proofy's solution](#)

**1499.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Proofy's solution](#)

**1500.**

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

[Proofy's solution](#)

**1501.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Proofy's solution](#)

**1502.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Proofy's solution](#)

**1503.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Proofy's solution](#)

**1504.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Proofy's solution](#)

**1505.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Proofy's solution](#)

**1506.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Proofy's solution](#)

**1507.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Proofy's solution](#)

**1508.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Proofy's solution](#)

**1509.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Proofy's solution](#)

**1510.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Proofy's solution](#)

**1511.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Proofy's solution](#)

**1512.**

1810D

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

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

[Proofy's solution](#)

**1513.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Proofy's solution](#)

**1514.**

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Proofy's solution](#)

**1515.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Proofy's solution](#)

**1516.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Proofy's solution](#)

**1517.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Proofy's solution](#)

**1518.**

1579F

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

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2022-01-30 · last AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Proofy's solution](#)

**1519.**

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Proofy's solution](#)

**1520.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Proofy's solution](#)

**1521.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Proofy's solution](#)

**1522.**

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Proofy's solution](#)

**1523.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Proofy's solution](#)

**1524.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Proofy's solution](#)

**1525.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Proofy's solution](#)

**1526.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Proofy's solution](#)

**1527.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2021-11-10 · last AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Proofy's solution](#)

**1528.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[Proofy's solution](#)

**1529.**

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Proofy's solution](#)

**1530.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Proofy's solution](#)

**1531.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Proofy's solution](#)

**1532.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Proofy's solution](#)

**1533.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Proofy's solution](#)

### 1534.

276D

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

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Proofy's solution](#)

### 1535.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Proofy's solution](#)

### 1536.

1382C2

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

Rating: 1700 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[Proofy's solution](#)

### 1537.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Proofy's solution](#)

### 1538.

1702F

[Equate Multisets](#) · [Tutorial](#)

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

[Proofy's solution](#)

### 1539.

1586C

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

Rating: 1700 · first AC: 2022-07-05 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Proofy's solution](#)

### 1540.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Proofy's solution](#)

### 1541.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Proofy's solution](#)

### 1542.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Proofy's solution](#)

**1543.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Proofy's solution](#)

**1544.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

**1545.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Proofy's solution](#)

**1546.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Proofy's solution](#)

**1547.**

1694D

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

Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Proofy's solution](#)

**1548.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Proofy's solution](#)

**1549.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[Proofy's solution](#)

**1550.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[Proofy's solution](#)

**1551.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Proofy's solution](#)

**1552.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Proofy's solution](#)

**1553.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Proofy's solution](#)

**1554.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Proofy's solution](#)

**1555.**

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Proofy's solution](#)

**1556.**

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Proofy's solution](#)

**1557.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2022-04-10 · last AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[Proofy's solution](#)

**1558.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Proofy's solution](#)

**1559.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Proofy's solution](#)

**1560.**

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Proofy's solution](#)

**1561.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proofy's solution](#)

**1562.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Proofy's solution](#)

**1563.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math  
[Proofy's solution](#)

**1564.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2022-01-29 · last AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[Proofy's solution](#)

**1565.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[Proofy's solution](#)

**1566.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers  
[Proofy's solution](#)

**1567.**

1629D

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

Rating: 1700 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[Proofy's solution](#)

**1568.**

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Proofy's solution](#)

**1569.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math  
[Proofy's solution](#)

**1570.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers  
[Proofy's solution](#)

**1571.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-09 · last AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees  
[Proofy's solution](#)

**1572.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[Proofy's solution](#)

**1573.**

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[Proofy's solution](#)

**1574.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2022-01-08 · last AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[Proofy's solution](#)

**1575.**

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  
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**1576.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**1577.**

1608C

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**1578.**

1611E1

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

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers  
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**1579.**

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2021-11-24 · last AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
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**1580.**

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation  
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**1581.**

439D

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Quality: 6,852 global accepts · Rating: 1700 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers  
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**1582.**

1561D1

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Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory  
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**1583.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2021-08-04 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: geometry, math

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**1584.**

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, shortest paths

[Proofy's solution](#)

**1585.**

977F

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Quality: 25,137 global accepts · Rating: 1700 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: dp

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**1586.**

1538D

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Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**1587.**

1037D

[Valid BFS?](#) · [Tutorial](#)

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**1588.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

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**1589.**

2145D

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Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Proofy's solution](#)

**1590.**

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

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**1591.**

2143D1

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Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

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**1592.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Proofy's solution](#)

**1593.**

2148F

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Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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**1594.**

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

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**1595.**

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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**1596.**

2101B

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Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-06-24 · last AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Proofy's solution](#)

**1597.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

**1598.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

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**1599.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[Proofy's solution](#)

**1600.**

2081A

[Math Division](#) · [Tutorial](#)

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[Proofy's solution](#)

**1601.**

2043D

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Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

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**1602.**

2032D

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**1603.**

2033F

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**1604.**

2008G

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**1605.**

1990D

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**1606.**

1968F

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**1607.**

1966D

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Rating: 1800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**1608.**

1922E

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**1609.**

1872F

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**1610.**

1859D

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**1611.**

1861D

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**1612.**

1862F

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**1613.**

1856E1

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

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[Proofy's solution](#)**1614.**

706D

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1851F

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1254B1

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[Proofy's solution](#)**1617.**

1848C

[Vika and Price Tags · Tutorial](#)

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[Proofy's solution](#)**1618.**

1846F

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1846E2

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Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Proofy's solution](#)**1620.**

1845D

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1843F1

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[Proofy's solution](#)**1622.**

1825D1

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

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[Proofy's solution](#)

**1623.**

1841C

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**1624.**

1833G

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**1625.**

1805D

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Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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**1626.**

1809D

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**1627.**

1802D

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[Proofy's solution](#)

**1628.**

1793D

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**1629.**

1780D

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**1630.**

551B

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[Proofy's solution](#)

**1631.**

1782D

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**1632.**

1775D

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**1633.**

1042D

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**1634.**

1768D

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**1635.**

478C

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**1636.**

984D

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Rating: 1800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

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**1637.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Proofy's solution](#)

**1638.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Proofy's solution](#)

**1639.**

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Proofy's solution](#)

**1640.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

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**1641.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · last AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

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**1642.**

1462F

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

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

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**1643.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

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**1644.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities  
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**1645.**

1728D

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Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers  
[Proofy's solution](#)

**1646.**

146D

[Lucky Number 2](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[Proofy's solution](#)

**1647.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings  
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**1648.**

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers  
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**1649.**

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities  
[Proofy's solution](#)

**1650.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,047 global accepts · Rating: 1800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory  
[Proofy's solution](#)

**1651.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[Proofy's solution](#)

**1652.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees  
[Proofy's solution](#)

**1653.**

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings  
[Proofy's solution](#)

**1654.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[Proofy's solution](#)

**1655.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings  
[Proofy's solution](#)

**1656.**

1617D1

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

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive  
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**1657.**

1552D

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

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[Proofy's solution](#)

**1658.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings  
[Proofy's solution](#)

**1659.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, sortings  
[Proofy's solution](#)

**1660.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-05 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
[Proofy's solution](#)

**1661.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation  
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**1662.**

1290B

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Quality: 7,165 global accepts · Rating: 1800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

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**1663.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Proofy's solution](#)

**1664.**

1691D

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Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Proofy's solution](#)

**1665.**

1133E

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Quality: 6,445 global accepts · Rating: 1800 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, two pointers

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**1666.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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**1667.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Proofy's solution](#)

**1668.**

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Proofy's solution](#)

**1669.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

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**1670.**

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Proofy's solution](#)

**1671.**

1631D

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

Rating: 1800 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Proofy's solution](#)

**1672.**

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

[Proofy's solution](#)

### 1673.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

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### 1674.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

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### 1675.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Proofy's solution](#)

### 1676.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Proofy's solution](#)

### 1677.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Proofy's solution](#)

### 1678.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

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### 1679.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Proofy's solution](#)

### 1680.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Proofy's solution](#)

### 1681.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Proofy's solution](#)

### 1682.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[Proofy's solution](#)

**1683.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

**1684.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

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**1685.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Proofy's solution](#)

**1686.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Proofy's solution](#)

**1687.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Proofy's solution](#)

**1688.**

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Proofy's solution](#)

**1689.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[Proofy's solution](#)

**1690.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**1691.**

1118F1

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

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Proofy's solution](#)

**1692.**

443D

[Andrey and Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities, sortings

[Proofy's solution](#)

**1693.**

2156D

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

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Proofy's solution](#)

**1694.**

2154D

[Catshock](#) · [Tutorial](#)

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

[Proofy's solution](#)

**1695.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

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**1696.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-14 · last AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Proofy's solution](#)

**1697.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Proofy's solution](#)

**1698.**

2130E1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[Proofy's solution](#)

**1699.**

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Proofy's solution](#)

**1700.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Proofy's solution](#)

**1701.**

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Proofy's solution](#)

**1702.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Proofy's solution](#)

**1703.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Proofy's solution](#)

**1704.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

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**1705.**

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Proofy's solution](#)

**1706.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Proofy's solution](#)

**1707.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Proofy's solution](#)

**1708.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Proofy's solution](#)

**1709.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Proofy's solution](#)

**1710.**

2044F

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Proofy's solution](#)

**1711.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Proofy's solution](#)

**1712.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and

similar, graphs, hashing, trees

[Proofy's solution](#)

**1713.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Proofy's solution](#)

**1714.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Proofy's solution](#)

**1715.**

1980F1

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

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Proofy's solution](#)

**1716.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Proofy's solution](#)

**1717.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Proofy's solution](#)

**1718.**

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

[Proofy's solution](#)

**1719.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

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**1720.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Proofy's solution](#)

**1721.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Proofy's solution](#)

**1722.**

1921F

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

Quality: 5,015 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

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### 1723.

1920D

[Array Repetition](#) · [Tutorial](#)

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[Proofy's solution](#)

### 1724.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

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### 1725.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

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### 1726.

1878F

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

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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### 1727.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Proofy's solution](#)

### 1728.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

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### 1729.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

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### 1730.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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### 1731.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

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### 1732.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

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### 1733.

1821D

[Black Cells](#) · [Tutorial](#)

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### 1734.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

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### 1735.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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### 1736.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Proofy's solution](#)

### 1737.

1800F

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

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

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### 1738.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Proofy's solution](#)

### 1739.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

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### 1740.

1367E

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

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

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### 1741.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

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**1742.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,905 global accepts · Rating: 1900 · first AC: 2021-04-18 · last AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Proofy's solution](#)

**1743.**

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, math

[Proofy's solution](#)

**1744.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Proofy's solution](#)

**1745.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Proofy's solution](#)

**1746.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Proofy's solution](#)

**1747.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Proofy's solution](#)

**1748.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Proofy's solution](#)

**1749.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[Proofy's solution](#)

**1750.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

**1751.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Proofy's solution](#)

**1752.**

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Proofy's solution](#)

**1753.**

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Proofy's solution](#)

**1754.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Proofy's solution](#)

**1755.**

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Proofy's solution](#)

**1756.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Proofy's solution](#)

**1757.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Proofy's solution](#)

**1758.**

1702G1

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

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Proofy's solution](#)

**1759.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Proofy's solution](#)

**1760.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Proofy's solution](#)

**1761.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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**1762.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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**1763.**

1648C

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**1764.**

1689D

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Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

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**1765.**

1700D

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**1766.**

1697D

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Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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**1767.**

1591D

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

Rating: 1900 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

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**1768.**

1679D

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**1769.**

1678E

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**1770.**

1673D

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**1771.**

1543C

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**1772.**

1659D

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**1773.**

1650E

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[Proofy's solution](#)

**1774.**

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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**1775.**

1661D

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**1776.**

1656D

[K-good](#) · [Tutorial](#)

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**1777.**

1651D

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**1778.**

1647D

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**1779.**

96D

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**1780.**

101911G

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

Rating: 1900 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1781.**

1627D

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Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · last AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Proofy's solution](#)

**1782.**

1328E

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Quality: 11,723 global accepts · Rating: 1900 · first AC: 2021-08-18 · last AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Proofy's solution](#)

**1783.**

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

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**1784.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2022-01-21 · last AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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**1785.**

1611E2

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

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

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**1786.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Proofy's solution](#)

**1787.**

1512F

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Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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**1788.**

463D

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Quality: 7,298 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Proofy's solution](#)

**1789.**

352D

[Jeff and Furik](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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**1790.**

359C

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Quality: 3,560 global accepts · Rating: 1900 · first AC: 2021-05-03 · last AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**1791.**

2165C

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Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

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**1792.**

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-01 · last AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, trees

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**1793.**

2154C2

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

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

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**1794.**

2146D2

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

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

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**1795.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

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**1796.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

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**1797.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

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**1798.**

1889C1

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Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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**1799.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

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**1800.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

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**1801.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

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**1802.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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**1803.**

1229B

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Rating: 2000 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

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**1804.**

1936B

[Pinball](#) · [Tutorial](#)

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**1805.**

1943B

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

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**1806.**

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

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**1807.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

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**1808.**

1881G

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**1809.**

1872G

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**1810.**

1862G

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Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

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**1811.**

1851G

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Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

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### 1812.

1841D

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### 1813.

1831D

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Rating: 2000 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

[Proofy's solution](#)

### 1814.

1796D

[Maximum Subarray](#) · [Tutorial](#)

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1788D

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Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

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### 1816.

1296E2

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### 1817.

1783D

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### 1818.

2B

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### 1819.

1731E

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### 1820.

615D

[Multipliers](#) · [Tutorial](#)

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**1821.**

1764D

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**1822.**

1733D2

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**1823.**

842D

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**1824.**

633D

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**1825.**

1726D

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**1826.**

1712D

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**1827.**

895C

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**1828.**

1716D

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**1829.**

522D

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**1830.**

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

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**1831.**

1702G2

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1349B

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[Proofy's solution](#)**1833.**

1379C

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[Proofy's solution](#)**1834.**

1438C

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[Proofy's solution](#)**1835.**

475D

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[Proofy's solution](#)**1836.**

1696E

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Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)**1837.**

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Proofy's solution](#)**1838.**

380C

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Quality: 19,781 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[Proofy's solution](#)**1839.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Proofy's solution](#)**1840.**

696C

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Quality: 2,217 global accepts · Rating: 2000 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

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**1841.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · last AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Proofy's solution](#)

**1842.**

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Proofy's solution](#)

**1843.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Proofy's solution](#)

**1844.**

1674E

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

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Proofy's solution](#)

**1845.**

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Proofy's solution](#)

**1846.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

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**1847.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Proofy's solution](#)

**1848.**

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-02-04 · last AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, strings

[Proofy's solution](#)

**1849.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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**1850.**

1632D

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Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

math, number theory, two pointers

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**1851.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Proofy's solution](#)

**1852.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[Proofy's solution](#)

**1853.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Proofy's solution](#)

**1854.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Proofy's solution](#)

**1855.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Proofy's solution](#)

**1856.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Proofy's solution](#)

**1857.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Proofy's solution](#)

**1858.**

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Proofy's solution](#)

**1859.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Proofy's solution](#)

**1860.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Proofy's solution](#)

### 1861.

2160E

[Rectangles](#) · [Tutorial](#)

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

[Proofy's solution](#)

### 1862.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Proofy's solution](#)

### 1863.

2145E

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

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

[Proofy's solution](#)

### 1864.

2151E

[Limited Edition Shop](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[Proofy's solution](#)

### 1865.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Proofy's solution](#)

### 1866.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Proofy's solution](#)

### 1867.

2132F

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

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Proofy's solution](#)

### 1868.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Proofy's solution](#)

### 1869.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)

### 1870.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Proofy's solution](#)

### 1871.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Proofy's solution](#)

### 1872.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

### 1873.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Proofy's solution](#)

### 1874.

2044H

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

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Proofy's solution](#)

### 1875.

2004E

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

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Proofy's solution](#)

### 1876.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Proofy's solution](#)

### 1877.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Proofy's solution](#)

### 1878.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Proofy's solution](#)

### 1879.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Proofy's solution](#)

### 1880.

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

[Proofy's solution](#)

**1881.**

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[Proofy's solution](#)

**1882.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Proofy's solution](#)

**1883.**

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Proofy's solution](#)

**1884.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Proofy's solution](#)

**1885.**

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Proofy's solution](#)

**1886.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Proofy's solution](#)

**1887.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Proofy's solution](#)

**1888.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Proofy's solution](#)

**1889.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Proofy's solution](#)

**1890.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, shortest paths

[Proofy's solution](#)

**1891.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Proofy's solution](#)

**1892.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Proofy's solution](#)

**1893.**

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Proofy's solution](#)

**1894.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Proofy's solution](#)

**1895.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Proofy's solution](#)

**1896.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Proofy's solution](#)

**1897.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Proofy's solution](#)

**1898.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Proofy's solution](#)

**1899.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[Proofy's solution](#)

**1900.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, greedy

[Proofy's solution](#)

## 1901.

208E

### [Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-01-21 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Proofy's solution](#)

## 1902.

1312E

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

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2022-01-20 · last AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Proofy's solution](#)

## 1903.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[Proofy's solution](#)

## 1904.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Proofy's solution](#)

## 1905.

1671E

### [Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Proofy's solution](#)

## 1906.

1668D

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

Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Proofy's solution](#)

## 1907.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Proofy's solution](#)

## 1908.

1486D

### [Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Proofy's solution](#)

## 1909.

474F

### [Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Proofy's solution](#)

## 1910.

1343E

### [Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Proofy's solution](#)

**1911.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Proofy's solution](#)**1912.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Proofy's solution](#)**1913.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Proofy's solution](#)**1914.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Proofy's solution](#)**1915.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Proofy's solution](#)**1916.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Proofy's solution](#)**1917.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Proofy's solution](#)**1918.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Proofy's solution](#)**1919.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Proofy's solution](#)**1920.**

1154G

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

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math,

number theory

[Proofy's solution](#)

### 1921.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Proofy's solution](#)

### 1922.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Proofy's solution](#)

### 1923.

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

[Proofy's solution](#)

### 1924.

2140E1

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

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Proofy's solution](#)

### 1925.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Proofy's solution](#)

### 1926.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Proofy's solution](#)

### 1927.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Proofy's solution](#)

### 1928.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Proofy's solution](#)

### 1929.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Proofy's solution](#)

### 1930.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Proofy's solution](#)

### 1931.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-05-16 · last AC: 2025-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Proofy's solution](#)

### 1932.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Proofy's solution](#)

### 1933.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Proofy's solution](#)

### 1934.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Proofy's solution](#)

### 1935.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Proofy's solution](#)

### 1936.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

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

[Proofy's solution](#)

### 1937.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Proofy's solution](#)

### 1938.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Proofy's solution](#)

### 1939.

1234F

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

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-02-02 · last AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Proofy's solution](#)

### 1940.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Proofy's solution](#)

### 1941.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Proofy's solution](#)

### 1942.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Proofy's solution](#)

### 1943.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Proofy's solution](#)

### 1944.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Proofy's solution](#)

### 1945.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

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### 1946.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

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### 1947.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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### 1948.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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### 1949.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Proofy's solution](#)

### 1950.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Proofy's solution](#)

### 1951.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Proofy's solution](#)

### 1952.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-07-05 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Proofy's solution](#)

### 1953.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Proofy's solution](#)

### 1954.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2022-06-04 · last AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Proofy's solution](#)

### 1955.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Proofy's solution](#)

### 1956.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Proofy's solution](#)

### 1957.

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Proofy's solution](#)

### 1958.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Proofy's solution](#)

### 1959.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Proofy's solution](#)

**1960.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-01-24 · last AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[Proofy's solution](#)**1961.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Proofy's solution](#)**1962.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[Proofy's solution](#)**1963.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Proofy's solution](#)**1964.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Proofy's solution](#)**1965.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Proofy's solution](#)**1966.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Proofy's solution](#)**1967.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Proofy's solution](#)**1968.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Proofy's solution](#)**1969.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[Proofy's solution](#)

**1970.**

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, math  
[Proofy's solution](#)

**1971.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math  
[Proofy's solution](#)

**1972.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing  
[Proofy's solution](#)

**1973.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[Proofy's solution](#)

**1974.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees  
[Proofy's solution](#)

**1975.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · last AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees  
[Proofy's solution](#)

**1976.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices  
[Proofy's solution](#)

**1977.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[Proofy's solution](#)

**1978.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees  
[Proofy's solution](#)

**1979.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, hashing, trees

[Proofy's solution](#)

### 1980.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-07-21 · last AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Proofy's solution](#)

### 1981.

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

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### 1982.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 accepts · Rating: 2300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Proofy's solution](#)

### 1983.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Proofy's solution](#)

### 1984.

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Proofy's solution](#)

### 1985.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

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### 1986.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

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### 1987.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

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### 1988.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Proofy's solution](#)

**1989.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Proofy's solution](#)

**1990.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · last AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

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**1991.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2022-03-05 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[Proofy's solution](#)

**1992.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Proofy's solution](#)

**1993.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

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**1994.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

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**1995.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Proofy's solution](#)

**1996.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Proofy's solution](#)

**1997.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

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**1998.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

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**1999.**

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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**2000.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

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**2001.**

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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**2002.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

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**2003.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

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**2004.**

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Proofy's solution](#)

**2005.**

1694E

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

Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[Proofy's solution](#)

**2006.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Proofy's solution](#)

**2007.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Proofy's solution](#)

**2008.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Proofy's solution](#)

**2009.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Proofy's solution](#)

**2010.**

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Proofy's solution](#)

**2011.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Proofy's solution](#)

**2012.**

715B

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

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

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**2013.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

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**2014.**

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

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**2015.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

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**2016.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Proofy's solution](#)

**2017.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Proofy's solution](#)

**2018.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, math

[Proofy's solution](#)

**2019.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-04-01 · last AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Proofy's solution](#)

**2020.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · last AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Proofy's solution](#)

**2021.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Proofy's solution](#)

**2022.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Proofy's solution](#)

**2023.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Proofy's solution](#)

**2024.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Proofy's solution](#)

**2025.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Proofy's solution](#)

**2026.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · last AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Proofy's solution](#)

**2027.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Proofy's solution](#)

**2028.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Proofy's solution](#)

**2029.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Proofy's solution](#)

**2030.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Proofy's solution](#)

**2031.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Proofy's solution](#)

**2032.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Proofy's solution](#)

**2033.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Proofy's solution](#)

**2034.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Proofy's solution](#)

**2035.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Proofy's solution](#)

**2036.**

1591E

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

Rating: 2400 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Proofy's solution](#)

**2037.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Proofy's solution](#)

**2038.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Proofy's solution](#)

**2039.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Proofy's solution](#)

**2040.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Proofy's solution](#)

**2041.**

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[Proofy's solution](#)

**2042.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Proofy's solution](#)

**2043.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Proofy's solution](#)

**2044.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-02-09 · last AC: 2025-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Proofy's solution](#)

**2045.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Proofy's solution](#)

**2046.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · last AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Proofy's solution](#)

**2047.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-08-20 · last AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Proofy's solution](#)

## 2048.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Proofy's solution](#)

## 2049.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-09 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Proofy's solution](#)

## 2050.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[Proofy's solution](#)

## 2051.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Proofy's solution](#)

## 2052.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Proofy's solution](#)

## 2053.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Proofy's solution](#)

## 2054.

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu

[Proofy's solution](#)

## 2055.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-05-13 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Proofy's solution](#)

## 2056.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Proofy's solution](#)

**2057.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2022-01-11 · last AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Proofy's solution](#)

**2058.**

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[Proofy's solution](#)

**2059.**

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Proofy's solution](#)

**2060.**

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Proofy's solution](#)

**2061.**

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Proofy's solution](#)

**2062.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Proofy's solution](#)

**2063.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Proofy's solution](#)

**2064.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Proofy's solution](#)

**2065.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Proofy's solution](#)

**2066.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2022-12-29 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[Proofy's solution](#)

**2067.**

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, expression parsing

[Proofy's solution](#)**2068.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Proofy's solution](#)**2069.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Proofy's solution](#)**2070.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Proofy's solution](#)**2071.**

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Proofy's solution](#)**2072.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[Proofy's solution](#)**2073.**

2151F

[Attraction Theory](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Proofy's solution](#)**2074.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Proofy's solution](#)**2075.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[Proofy's solution](#)**2076.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Proofy's solution](#)

**2077.**

2063F2

[Counting Is Not Fun \(Hard Version\) · Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Proofy's solution](#)

**2078.**

2049F

[MEX OR Mania · Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Proofy's solution](#)

**2079.**

1229D

[Wojtek and Card Tricks · Tutorial](#)

Rating: 2700 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Proofy's solution](#)

**2080.**

1849F

[XOR Partition · Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Proofy's solution](#)

**2081.**

1254D

[Tree Queries · Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[Proofy's solution](#)

**2082.**

1841F

[Monocarp and a Strategic Game · Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Proofy's solution](#)

**2083.**

1792F1

[Graph Coloring \(easy version\) · Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Proofy's solution](#)

**2084.**

1695E

[Ambiguous Dominoes · Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Proofy's solution](#)

**2085.**

1634F

[Fibonacci Additions · Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Proofy's solution](#)

**2086.**

2147F

[Exchange Queries · Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Proofy's solution](#)

**2087.**

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[Proofy's solution](#)

**2088.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Proofy's solution](#)

**2089.**

1875G

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

Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Proofy's solution](#)

**2090.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Proofy's solution](#)

**2091.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive

[Proofy's solution](#)

**2092.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-11-01 · last AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, number theory

[Proofy's solution](#)

**2093.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Proofy's solution](#)

**2094.**

2116F

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Proofy's solution](#)

**2095.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Proofy's solution](#)

**2096.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Proofy's solution](#)

## 2097.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[Proofy's solution](#)

## 2098.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Proofy's solution](#)

## 2099.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Proofy's solution](#)

## 2100.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[Proofy's solution](#)

## 2101.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-17 · last AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Proofy's solution](#)

## 2102.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

## 2103.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

## 2104.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

## 2105.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

## 2106.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2107.**

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)**2108.**

106073C

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

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)**2109.**

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)**2110.**

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)**2111.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Proofy's solution](#)**2112.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[Proofy's solution](#)**2113.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[Proofy's solution](#)**2114.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · last AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[Proofy's solution](#)**2115.**

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · last AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)**2116.**

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · last AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2117.**

106015B

[Adhoom and Halzoom Peculiar Pact](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2118.**

106015K

[Roads of the Goose](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2119.**

106015E

[The Beast's Encoded Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2120.**

106015G

[The Unseen Geometry of the Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2121.**

106015I

[The Auntie Whispers' Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2122.**

106015J

[Halzoom's Coffee Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · last AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2123.**

106015F

[The Spirit-Oak's Resonance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · last AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2124.**

106015N

[The Squirrel's Scattered Nuts](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · last AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2125.**

106015H

[Whispers of Light in the Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · last AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2126.**

106015A

[Welcome to the Unknown: An Over The Garden Wall Adventure!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · last AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2127.**

105316H

[One Punch MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2128.**

105316I

[BBS Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2129.**

105316B

[Omar's Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2130.**

105316C

[Hungry Horse](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2131.**

105316F

[Legend Whispers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2132.**

105316A

[Rajae in the Kitchen](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2133.**

105316I

[Nested Circles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2134.**

105316E

[Zero Hour](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2135.**

105316G

[Intersection Not Allowed](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2136.**

105316J

[Epic Fight](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2137.**

105316K

[Marks](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2138.**

105316M

[ACPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2139.**

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · last AC: 2025-07-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2140.**

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2141.**

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2142.**

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2143.**

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2144.**

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2145.**

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2146.**

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Proofy's solution](#)

**2147.**

101915L

[Eyb0ss](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · last AC: 2025-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2148.**

105767D

[Array Forge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2149.**

105767C

[Kaosar loves Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2150.**

105767B

[Subtractonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2151.**

105767A

[Submission Bait II](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2152.**

104064G

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

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2153.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2154.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2155.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · last AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2156.**

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2157.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2158.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2159.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2160.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2161.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2162.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2163.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2164.**

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2165.**

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proofy's solution](#)

**2166.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2167.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2168.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2169.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2170.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2171.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2172.**

103115F

[chino with ball](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2173.**

103115B

[cocktail with hearthstone](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2174.**

103115H

[cocktail with pony](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2175.**

103115D

[cocktail with swap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2176.**

103115E

[is the order a rabbit ??](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2177.**

103115I

[chino with mates](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2178.**

103115G

[cocktail with snake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2179.**

103115J

[do NOT a=2b](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2180.**

103115K

[chino with c language](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2181.**

104468E

[Tareq-utiful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2182.**

104468M

[Resli-utiful Indices](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2183.**

104468D

[DBSucks-ugly Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2184.**

104468H

[Ammar-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2185.**

104468J

[Elias-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2186.**

104468F

[Resli-utiful Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2187.**

104468C

[Ammar-utiful Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2188.**

104468K

[Damas-utiful vs Aleppo-utiful](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2189.**

104505A

[Metaverse Real Estate](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2190.**

104505C

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**2191.**

104505J

[Indiana Jiang and the Temple of Kukulkan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2192.**

104505E

[Long Live Mexico](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2193.**

104505B

[Maracas](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2194.**

104505D

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Rating: — · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2195.**

104505G

[Choice hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2196.**

104505K

[Missing Cyan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2197.**

104447M

[Is it possible?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2198.**

104447I

[Will you accept Basharo challenge?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2199.**

104447F

[Isn't it a hard problem?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2200.**

104447B

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Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2201.**

104447G

[What is Kaito's delimma?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2202.**

104447A

[Is It A Math Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2203.**

104447L

[Amazing Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2204.**

104471B

[2-set Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2205.**

104471A

[Tuples](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2206.**

101102J

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

Rating: — · first AC: 2022-07-22 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2207.**

100563D

[ASTORICÂ HC,,DD 0](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2208.**

100532I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2209.**

100716D

[Aô8DraCd=D`5](#)

Rating: — · first AC: 2023-07-22 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2210.**

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2211.**

100145F

[Aô5D@C O Dd8DD@C AD\\$5Cô5CÔ8](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2212.**

100221G

[Secret Photo](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2213.**

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2214.**

103987K

[Easy Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2215.**

1020087

[AôCÂD°](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)



**2227.**

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2228.**

101939J

[AÄB008CÄ0C`LCÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2229.**

104412E

[Earnings Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2230.**

104412C

[Choose Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2231.**

104412N

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2232.**

104412M

[Modify the Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2233.**

104412J

[JP's List of Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2234.**

104412G

[Guessing Two Steps into the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2235.**

104412D

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

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2236.**

104412L

[ICPC Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2237.**

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2238.**

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2239.**

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Proofy's solution](#)

**2240.**

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2241.**

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Proofy's solution](#)

**2242.**

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2243.**

103604L

[Uranium](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2244.**

103973A

[Monster Killer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2245.**

103937C

[Robot Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2246.**

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2247.**

104466K

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Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2248.**

104466B

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Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2249.**

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Proofy's solution](#)

**2250.**

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2251.**

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2252.**

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2253.**

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2254.**

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Proofy's solution](#)

**2255.**

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Proofy's solution](#)

**2256.**

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2257.**

103456D

[Tug of War](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2258.**

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2259.**

101502H

[Eyad and Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2260.**

104095J

[NOISE IN 0 ^se^TCE](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2261.**

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2262.**

101192B

[Sum-and-sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2263.**

102282E

[A4D8Cd1CP](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2264.**

103075G

[B-CDD-C^LDB 8 C^0CÄ?CäGC#8](#)

Rating: — · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2265.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2266.**

101350I

[Mirrored String II](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2267.**

1028928

[Maximum Donut](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2268.**

102739B

[A000iCDS>](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2269.**

103562E

[Changing Names](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2270.**

102420A

[AtUc4@Cä1CäFC\\$5D\\$0CÄ8](#)

Rating: — · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2271.**

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2272.**

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2273.**

101061K

[Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2274.**

101061C

[Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2275.**

101061E

[Playing with numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2276.**

101061F

[Fairness](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2277.**

101061J

[Cola](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2278.**

101061B

[RGB plants](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2279.**

101061A

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2280.**

101061G

[Repeat it](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2281.**

101061D

[Max or Min .. that is the question!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2282.**

101061I

[Playing with strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2283.**

103708L

[The last problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2284.**

101269M

[A@Cä!Cä;Cd5C08CR AC'5CDCCTB](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2285.**

104221D

[A=UD8GÄ 8 CD>D >C48](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2286.**

103715D

[BT8CÄ8Dö](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2287.**

101980B

[ÄÆD46DÖBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2288.**

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2289.**

103295G

[Spar-Lord's Voyage](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2290.**

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2291.**

101350A

[Sherlock Bones](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2292.**

101350G

[Snake Rana](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2293.**

101350E

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

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2294.**

101350C

[Cheap Kangaroo](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2295.**

101350K

[Owl Geeks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2296.**

101350D

[Magical Bamboos](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2297.**

101350M

[Make Cents?](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2298.**

101350J

[Lazy Physics Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Proofy's solution](#)

**2299.**

101350H

[Mirrored String I](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Proofy's solution](#)

**2300.**

101350B

[Unusual Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Proofy's solution](#)

**2301.**

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2302.**

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Proofy's solution](#)

**2303.**

104282K

[Equal Difference Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Proofy's solution](#)

**2304.**

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2305.**

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · last AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2306.**

100947J

[Killing everything](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2307.**

100947H

[Phobia](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2308.**

100947K

[Jpeg](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2309.**

100947I

[What a Mess](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2310.**

100947C

[Rotate It !!](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2311.**

100947D

[The Three Kings of Asgard](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2312.**

100947G

[Square Spiral Search](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2313.**

100947F

[black-white](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2314.**

100947B

[8 Queens, Again!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2315.**

100947E

[Qwerty78 Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2316.**

100947A

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Proofy's solution](#)

**2317.**

101845J

[Jinping Trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2318.**

101845A

[Apple Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2319.**

101845G

[Generating Texts](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2320.**

101845I

[Intense Bit Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2321.**

101845C

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2322.**

101845M

[Marbles Lucky Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2323.**

101845H

[Happy Birthday UN](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2324.**

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2325.**

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2326.**

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2327.**

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2328.**

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2329.**

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2330.**

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2331.**

100247H

[Secret Information](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2332.**

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2333.**

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2334.**

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, geometry, math

[Proofy's solution](#)

**2335.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[Proofy's solution](#)

**2336.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings

[Proofy's solution](#)

**2337.**

104147J

[Two Faced Hobz](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2338.**

104147I

[Wigz](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2339.**

102267I

[Ultimate Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2340.**

102267D

[Robots Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2341.**

102267H

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

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2342.**

102267K

[Birthday Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2343.**

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2344.**

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2345.**

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2346.**

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2347.**

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2348.**

100814D

[Frozen Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2349.**

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2350.**

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2351.**

100814A

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2352.**

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2353.**

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2354.**

100500D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2355.**

100500J

[Bye Bye Russia](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2356.**

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2357.**

101915E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2358.**

101915B

[Ali and Wi-Fi](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2359.**

101915G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2360.**

101915J

[The Volcano Eruption](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2361.**

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2362.**

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2363.**

101915D

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Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2364.**

101915H

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Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2365.**

101915F

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Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2366.**

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2367.**

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2368.**

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2369.**

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2370.**

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2371.**

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2372.**

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2373.**

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2374.**

103960D

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

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2375.**

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2376.**

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2377.**

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2378.**

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2379.**

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2380.**

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2381.**

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2382.**

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2383.**

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2384.**

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2385.**

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Proofy's solution](#)

**2386.**

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2387.**

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2388.**

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2389.**

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2390.**

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2391.**

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2392.**

103828L

[No Arithmetic subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2393.**

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2394.**

103828N

[Moving grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2395.**

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2396.**

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2397.**

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2398.**

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2399.**

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2400.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Proofy's solution](#)

**2401.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Proofy's solution](#)

**2402.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs,

implementation, shortest paths

[Proofy's solution](#)

**2403.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Proofy's solution](#)

**2404.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Proofy's solution](#)

**2405.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Proofy's solution](#)

**2406.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Proofy's solution](#)

**2407.**

101840H

[Half Nice Years](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2408.**

101840A

[Assessments](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2409.**

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2410.**

101840I

[Important matches](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2411.**

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2412.**

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2413.**

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2414.**

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2415.**

101992C

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

Rating: — · first AC: 2022-07-09 · last AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2416.**

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2417.**

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2418.**

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2419.**

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2420.**

1028922

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

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2421.**

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2422.**

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2423.**

102881L

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

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2424.**

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2425.**

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2426.**

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2427.**

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2428.**

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2429.**

102881G

[Baby Ehab and a GCD Problem. Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2430.**

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2431.**

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2432.**

103486F

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2433.**

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2434.**

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2435.**

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2436.**

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2437.**

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2438.**

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2439.**

103486B

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

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2440.**

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2441.**

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2442.**

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2443.**

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2444.**

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2445.**

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2446.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2447.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2448.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2449.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2450.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2451.**

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2452.**

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2453.**

102569B

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

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2454.**

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2455.**

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2456.**

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2457.**

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2458.**

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2459.**

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2460.**

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2461.**

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2462.**

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2463.**

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2464.**

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2465.**

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2466.**

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2467.**

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2468.**

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2469.**

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2470.**

101102K

[Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2471.**

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2472.**

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2473.**

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2474.**

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2475.**

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2476.**

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2477.**

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2478.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2479.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2480.**

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2481.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2482.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2483.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2484.**

101801K

[K. Quantum Stones](#) · [Tutorial](#)

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**2485.**

101801C

[C. UCL Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2486.**

101801E

[E. Create Your Own Nim Game](#) · [Tutorial](#)

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**2487.**

101801B

[B. Defeat the Monsters](#) · [Tutorial](#)

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**2488.**

101801F

[F. Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2489.**

101801I

[I. Odd and Even Queries](#) · [Tutorial](#)

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**2490.**

101801L

[L. Odd and Even Count](#) · [Tutorial](#)

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**2491.**

101801A

[A. Can Shahhoud Solve it?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2492.**

102035G

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2493.**

102035J

[Negative effect](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2494.**

102035H

[Zuhair and the Dag](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2495.**

102035I

[Abu Tahun Mod problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2496.**

102035B

[Mahmoud the Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2497.**

102035L

[Scientist Ayoub \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2498.**

102035K

[Scientest Ayoub \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2499.**

102035E

[New Max](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2500.**

102035D

[Coach Ayoub](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2501.**

102035M

[Ahmad Jaber Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2502.**

102035A

[N integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2503.**

100712I

[Bahosain and Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2504.**

100712L

[Alternating Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2505.**

100712D

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

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2506.**

101810J

[T-Shirts Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2507.**

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2508.**

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2509.**

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2510.**

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2511.**

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2512.**

101810B

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

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2513.**

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2514.**

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2515.**

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2516.**

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2517.**

103833C

[A Game of Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2518.**

103833A

[Liberdance](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2519.**

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · last AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2520.**

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2521.**

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2522.**

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2523.**

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2524.**

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2525.**

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2526.**

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2527.**

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2528.**

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2529.**

102152D

[XOR Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2530.**

102152L

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2531.**

102152B

[Memory Management System](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2532.**

102152C

[Large GCD](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2533.**

102152K

[Subarrays OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2534.**

102152J

[Grid Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2535.**

102152I

[Array Negations](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2536.**

102152E

[Building Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2537.**

102152H

[The Universal String](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2538.**

102152F

[camelCase](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2539.**

102152G

[The Special King](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2540.**

103821J

[Nour's Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2541.**

103821B

[Bored of Board Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2542.**

103821K

[Movie Planning](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2543.**

103821M

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

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2544.**

103821A

[Laser Tag](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2545.**

103821D

[Fairplay](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2546.**

103821H

[FAT Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2547.**

103821L

[ResliPhobia](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2548.**

103821E

[Robovac](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2549.**

103821F

[A + B \(Harder version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2550.**

103821C

[Perfect Seating](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2551.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2552.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2553.**

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2554.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2555.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation, math

[Proofy's solution](#)

**2556.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, trees

[Proofy's solution](#)

**2557.**

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2558.**

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2559.**

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2560.**

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2561.**

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2562.**

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2563.**

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2564.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2565.**

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2566.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2567.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2568.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2569.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2570.**

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2571.**

101666C

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

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2572.**

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2573.**

101498M

[Restore Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2574.**

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2575.**

101498L

[The Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2576.**

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2577.**

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2578.**

101498H

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

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2579.**

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2580.**

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2581.**

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2582.**

101498E

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Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2583.**

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2584.**

101853B

[New Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2585.**

101853E

[Maximum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2586.**

101853K

[Citations](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2587.**

101853G

[Hard Equation](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2588.**

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2589.**

101853C

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2590.**

101853A

[Zero Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2591.**

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2592.**

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2593.**

101853D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2594.**

101853J

[Smallest Difference](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2595.**

101557G

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Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2596.**

101557D

[Rain Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2597.**

101557I

[Playfair Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2598.**

101557B

[Money Matters](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2599.**

101557A

[Soda Surpler](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2600.**

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · last AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2601.**

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2602.**

101666A

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**2603.**

101666I

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**2604.**

101666F

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**2605.**

102465K

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Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2606.**

102465D

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**2607.**

102465B

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**2608.**

102465A

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**2609.**

102501A

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**2610.**

102501F

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**2611.**

102501C

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**2612.**

102501B

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Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2613.**

102501I

[Rats](#) · [Tutorial](#)

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**2614.**

103640H

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**2615.**

103640J

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Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2616.**

103640I

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Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2617.**

103640F

[Fields Division](#) · [Tutorial](#)

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**2618.**

103640K

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**2619.**

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2620.**

103373C

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Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2621.**

103373D

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**2622.**

103373J

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Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2623.**

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2624.**

103373A

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Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2625.**

102021L

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**2626.**

102021H

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Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2627.**

102021I

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[Proofy's solution](#)

**2628.**

102021F

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**2629.**

102021D

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**2630.**

102021E

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Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2631.**

102021C

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**2632.**

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2633.**

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2634.**

101889I

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Rating: — · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2635.**

101889C

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**2636.**

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2637.**

102700L

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**2638.**

102700C

[Cipher count](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2639.**

102700M

[Magic spells](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2640.**

102700E

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Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2641.**

102700B

[Baby name](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2642.**

102700K

[Katastrophic sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2643.**

102700G

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Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2644.**

103348E

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**2645.**

102448F

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Rating: — · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2646.**

102448D

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Rating: — · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2647.**

102448H

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**2648.**

102448I

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**2649.**

102448B

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Rating: — · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2650.**

102448K

[Kongey Donk](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2651.**

102448G

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**2652.**

102448E

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Rating: — · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Proofy's solution](#)

**2653.**

102448A

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**2654.**

101086K

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**2655.**

101086M

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**2656.**

101086J

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**2657.**

101086F

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**2658.**

101086G

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**2659.**

101086L

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**2660.**

101086A

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**2661.**

101086H

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**2662.**

101653T

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Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2663.**

101653X

[Wrench](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2664.**

101653W

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[Proofy's solution](#)

**2665.**

101653U

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**2666.**

101653O

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**2667.**

101653N

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**2668.**

101653M

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**2669.**

101864F

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**2670.**

101864B

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**2671.**

101864L

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**2672.**

101864D

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Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2673.**

101864A

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**2674.**

101864E

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**2675.**

101864M

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Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2676.**

101864C

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**2677.**

1331D

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Quality: 12,102 global accepts · Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

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**2678.**

1331A

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Quality: 17,508 global accepts · Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: \*special

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**2679.**

102215J

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Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2680.**

102215E

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**2681.**

102215A

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**2682.**

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**2683.**

102215B

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**2684.**

101911D

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**2685.**

101911C

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**2686.**

101911H

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**2687.**

101911K

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**2688.**

100712F

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**2689.**

100712B

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**2690.**

100712J

[Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2691.**

100712H

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**2692.**

100712G

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**2693.**

100712K

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**2694.**

100712E

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Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2695.**

100712C

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**2696.**

100712A

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Rating: — · first AC: 2022-02-26 · last AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2697.**

102307C

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**2698.**

103455I

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**2699.**

103455H

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**2700.**

103455F

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**2701.**

103455E

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**2702.**

103455D

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**2703.**

103455C

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**2704.**

103455B

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**2705.**

103061I

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**2706.**

103061N

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Rating: — · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: —

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**2707.**

103061B

[lazing Riff](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: —

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**2708.**

103061F

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