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Unique solved — RaduM

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 740

1.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,571 global accepts · Rating: 800 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[RaduM's solution](#)

2.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,764 global accepts · Rating: 800 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[RaduM's solution](#)

3.

2211A

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

Quality: 16,102 global accepts · Rating: 800 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[RaduM's solution](#)

4.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[RaduM's solution](#)

5.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,525 global accepts · Rating: 800 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[RaduM's solution](#)

6.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,926 global accepts · Rating: 800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[RaduM's solution](#)

7.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,258 global accepts · Rating: 800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[RaduM's solution](#)

8.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[RaduM's solution](#)

9.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,390 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[RaduM's solution](#)

10.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,189 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[RaduM's solution](#)

11.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,317 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[RaduM's solution](#)

12.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,131 global accepts · Rating: 800 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[RaduM's solution](#)

13.

2193A

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

Quality: 42,672 global accepts · Rating: 800 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[RaduM's solution](#)

14.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,450 global accepts · Rating: 800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[RaduM's solution](#)

15.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[RaduM's solution](#)

16.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,736 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[RaduM's solution](#)

17.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[RaduM's solution](#)

18.

2163A

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

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[RaduM's solution](#)

19.

2170A

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

Quality: 19,956 global accepts · Rating: 800 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[RaduM's solution](#)

20.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaduM's solution](#)

21.

1783A

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

Quality: 48,762 global accepts · Rating: 800 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[RaduM's solution](#)

22.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[RaduM's solution](#)

23.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,875 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[RaduM's solution](#)

24.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

25.

2143A

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

Quality: 20,704 global accepts · Rating: 800 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[RaduM's solution](#)

26.

2145A

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

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[RaduM's solution](#)

27.

2146A

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

Quality: 21,842 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[RaduM's solution](#)

28.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[RaduM's solution](#)

29.

1831A

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

Quality: 46,324 global accepts · Rating: 800 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RaduM's solution](#)

30.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RaduM's solution](#)

31.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[RaduM's solution](#)

32.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RaduM's solution](#)

33.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RaduM's solution](#)

34.

2124A

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

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RaduM's solution](#)

35.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaduM's solution](#)

36.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaduM's solution](#)

37.

2120A

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

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[RaduM's solution](#)

38.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RaduM's solution](#)

39.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

40.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RaduM's solution](#)

41.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,057 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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42.

2110A

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

Quality: 29,841 global accepts · Rating: 800 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[RaduM's solution](#)

43.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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44.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RaduM's solution](#)

45.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[RaduM's solution](#)

46.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,546 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[RaduM's solution](#)

47.

2092A

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

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

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48.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaduM's solution](#)

49.

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RaduM's solution](#)

50.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,696 global accepts · Rating: 800 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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51.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RaduM's solution](#)

52.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,764 global accepts · Rating: 800 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

- 53.**
2056A
[Shape Perimeter](#) · [Tutorial](#)
Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[RaduM's solution](#)
- 54.**
2055A
[Two Frogs](#) · [Tutorial](#)
Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math
[RaduM's solution](#)
- 55.**
2043A
[Coin Transformation](#) · [Tutorial](#)
Quality: 26,990 global accepts · Rating: 800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[RaduM's solution](#)
- 56.**
2057A
[MEX Table](#) · [Tutorial](#)
Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[RaduM's solution](#)
- 57.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[RaduM's solution](#)
- 58.**
2049A
[MEX Destruction](#) · [Tutorial](#)
Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[RaduM's solution](#)
- 59.**
2040A
[Game of Division](#) · [Tutorial](#)
Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[RaduM's solution](#)
- 60.**
1937A
[Shuffle Party](#) · [Tutorial](#)
Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[RaduM's solution](#)
- 61.**
1944A
[Destroying Bridges](#) · [Tutorial](#)
Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[RaduM's solution](#)
- 62.**
2022A
[Bus to Pénjamo](#) · [Tutorial](#)
Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[RaduM's solution](#)
- 63.**
2031A
[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,950 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[RaduM's solution](#)

64.

2047A

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

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RaduM's solution](#)

65.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[RaduM's solution](#)

66.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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67.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[RaduM's solution](#)

68.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaduM's solution](#)

69.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RaduM's solution](#)

70.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaduM's solution](#)

71.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[RaduM's solution](#)

72.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaduM's solution](#)

73.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[RaduM's solution](#)

74.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[RaduM's solution](#)

75.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RaduM's solution](#)

76.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

77.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[RaduM's solution](#)

78.

2020A

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

Quality: 25,945 global accepts · Rating: 800 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[RaduM's solution](#)

79.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[RaduM's solution](#)

80.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RaduM's solution](#)

81.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[RaduM's solution](#)

82.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[RaduM's solution](#)

83.

2008C

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

Quality: 36,485 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[RaduM's solution](#)

84.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,959 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[RaduM's solution](#)

85.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,798 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[RaduM's solution](#)

86.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[RaduM's solution](#)

87.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,617 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[RaduM's solution](#)

88.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[RaduM's solution](#)

89.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

90.

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

[RaduM's solution](#)

91.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,650 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

92.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,963 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RaduM's solution](#)

93.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

94.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[RaduM's solution](#)

95.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,916 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

96.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[RaduM's solution](#)

97.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[RaduM's solution](#)

98.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[RaduM's solution](#)

99.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,794 global accepts · Rating: 800 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[RaduM'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

[RaduM's solution](#)

101.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[RaduM's solution](#)

102.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RaduM's solution](#)

103.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaduM's solution](#)

104.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[RaduM's solution](#)

105.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,929 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[RaduM's solution](#)

106.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[RaduM's solution](#)

107.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[RaduM's solution](#)

108.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,961 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[RaduM's solution](#)

109.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,261 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[RaduM's solution](#)

110.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RaduM's solution](#)

111.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaduM's solution](#)

112.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[RaduM's solution](#)

113.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[RaduM's solution](#)

114.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[RaduM's solution](#)

115.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,206 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[RaduM's solution](#)

116.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,444 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[RaduM's solution](#)

117.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[RaduM's solution](#)

118.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[RaduM's solution](#)

119.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[RaduM's solution](#)

120.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[RaduM's solution](#)

121.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[RaduM's solution](#)

122.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[RaduM's solution](#)

123.

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[RaduM's solution](#)

124.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[RaduM's solution](#)

125.

1933B

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

Quality: 36,277 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[RaduM's solution](#)

126.

1933A

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

Quality: 42,112 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[RaduM's solution](#)

127.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[RaduM's solution](#)

128.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[RaduM's solution](#)

129.

1926A

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

Quality: 62,215 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaduM's solution](#)

130.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[RaduM's solution](#)

131.

1837A

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

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RaduM's solution](#)

132.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,410 global accepts · Rating: 900 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[RaduM's solution](#)

133.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,062 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

134.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 900 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: strings

[RaduM's solution](#)

135.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

136.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[RaduM's solution](#)

137.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings

[RaduM's solution](#)

138.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,253 global accepts · Rating: 900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RaduM's solution](#)

139.

2005A

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

Quality: 26,250 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[RaduM's solution](#)

140.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,610 global accepts · Rating: 900 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RaduM's solution](#)

141.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

142.

1988A

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

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

[RaduM's solution](#)

143.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RaduM's solution](#)

144.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,549 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[RaduM's solution](#)

145.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[RaduM's solution](#)

146.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RaduM's solution](#)

147.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RaduM's solution](#)

148.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1000 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[RaduM's solution](#)

149.

2217B

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

Quality: 16,094 global accepts · Rating: 1000 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

150.

2192B

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

Quality: 14,562 global accepts · Rating: 1000 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[RaduM's solution](#)

151.

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[RaduM's solution](#)

152.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,734 global accepts · Rating: 1000 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[RaduM's solution](#)

153.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[RaduM's solution](#)

154.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,819 global accepts · Rating: 1000 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

155.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[RaduM's solution](#)

156.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RaduM's solution](#)

157.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[RaduM's solution](#)

158.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

159.

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

160.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

161.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[RaduM's solution](#)

162.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[RaduM's solution](#)

163.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,824 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[RaduM's solution](#)

164.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RaduM's solution](#)

165.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RaduM's solution](#)

166.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RaduM's solution](#)

167.

2039B

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

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

[RaduM's solution](#)

168.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,752 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[RaduM's solution](#)

169.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[RaduM's solution](#)

170.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[RaduM's solution](#)

171.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[RaduM's solution](#)

172.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,752 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[RaduM's solution](#)

173.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[RaduM's solution](#)

174.

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

[RaduM's solution](#)

175.

1969B

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

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

[RaduM's solution](#)

176.

2211B

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

Quality: 11,655 global accepts · Rating: 1100 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[RaduM's solution](#)

177.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,695 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[RaduM's solution](#)

178.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 1100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[RaduM's solution](#)

179.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1100 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[RaduM's solution](#)

180.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[RaduM's solution](#)

181.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

182.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RaduM's solution](#)

183.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

184.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[RaduM's solution](#)

185.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[RaduM's solution](#)

186.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[RaduM's solution](#)

187.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[RaduM's solution](#)

188.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[RaduM's solution](#)

189.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[RaduM's solution](#)

190.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[RaduM's solution](#)

191.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[RaduM's solution](#)

192.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[RaduM's solution](#)

193.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RaduM's solution](#)

194.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[RaduM's solution](#)

195.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[RaduM's solution](#)

196.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[RaduM's solution](#)

197.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[RaduM's solution](#)

198.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RaduM's solution](#)

199.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings

[RaduM's solution](#)

200.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[RaduM's solution](#)

201.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[RaduM's solution](#)

202.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[RaduM's solution](#)

203.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[RaduM's solution](#)

204.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

205.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[RaduM's solution](#)

206.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[RaduM's solution](#)

207.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[RaduM's solution](#)

208.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[RaduM's solution](#)

209.

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

[RaduM's solution](#)

210.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

211.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[RaduM's solution](#)

212.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[RaduM's solution](#)

213.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RaduM's solution](#)

214.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[RaduM's solution](#)

215.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[RaduM's solution](#)

216.

2202B

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

Quality: 11,158 global accepts · Rating: 1200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[RaduM's solution](#)

217.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,526 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[RaduM's solution](#)

218.

2175C

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

Rating: 1200 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[RaduM's solution](#)

219.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[RaduM's solution](#)

220.

2135A

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

Quality: 18,361 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[RaduM's solution](#)

221.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaduM's solution](#)

222.

2121C

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

Quality: 21,753 global accepts · Rating: 1200 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaduM's solution](#)

223.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[RaduM's solution](#)

224.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,627 global accepts · Rating: 1200 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RaduM's solution](#)

225.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RaduM's solution](#)

226.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,126 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[RaduM's solution](#)

227.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RaduM's solution](#)

228.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RaduM's solution](#)

229.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[RaduM's solution](#)

230.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[RaduM's solution](#)

231.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[RaduM's solution](#)

232.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[RaduM's solution](#)

233.

2039C1

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

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

theory

[RaduM's solution](#)

234.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[RaduM's solution](#)

235.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[RaduM's solution](#)

236.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RaduM's solution](#)

237.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[RaduM's solution](#)

238.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[RaduM's solution](#)

239.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,844 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[RaduM's solution](#)

240.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[RaduM's solution](#)

241.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[RaduM's solution](#)

242.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

243.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[RaduM's solution](#)

244.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[RaduM's solution](#)

245.

1983B

[Corner Twist](#) · [Tutorial](#)

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

[RaduM's solution](#)

246.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[RaduM's solution](#)

247.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[RaduM's solution](#)

248.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[RaduM's solution](#)

249.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RaduM's solution](#)

250.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[RaduM's solution](#)

251.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[RaduM's solution](#)

252.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RaduM's solution](#)

253.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[RaduM's solution](#)

254.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[RaduM's solution](#)

255.

2211C1

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

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[RaduM's solution](#)

256.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[RaduM's solution](#)

257.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,114 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[RaduM's solution](#)

258.

2202C1

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

Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy

[RaduM's solution](#)

259.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,674 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[RaduM's solution](#)

260.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 1300 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

[RaduM's solution](#)

261.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[RaduM's solution](#)

262.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[RaduM's solution](#)

263.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[RaduM's solution](#)

264.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[RaduM's solution](#)

265.

2145C

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

Quality: 15,406 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[RaduM's solution](#)

266.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[RaduM's solution](#)

267.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RaduM's solution](#)

268.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[RaduM's solution](#)

269.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[RaduM's solution](#)

270.

2118C

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

Quality: 18,482 global accepts · Rating: 1300 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[RaduM's solution](#)

271.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[RaduM's solution](#)

272.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[RaduM's solution](#)

273.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

274.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs,

implementation, sortings

[RaduM's solution](#)

275.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[RaduM's solution](#)

276.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[RaduM's solution](#)

277.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[RaduM's solution](#)

278.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[RaduM's solution](#)

279.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices

[RaduM's solution](#)

280.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RaduM's solution](#)

281.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

282.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RaduM's solution](#)

283.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[RaduM's solution](#)

284.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[RaduM's solution](#)

285.

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[RaduM's solution](#)

286.

1980C

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

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

287.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[RaduM's solution](#)

288.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[RaduM's solution](#)

289.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,429 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

[RaduM's solution](#)

290.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[RaduM's solution](#)

291.

1926D

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

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[RaduM's solution](#)

292.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,927 global accepts · Rating: 1400 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[RaduM's solution](#)

293.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,661 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[RaduM's solution](#)

294.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RaduM's solution](#)

295.

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[RaduM's solution](#)

296.

2156C

[Maximum GCD on Whiteboard · Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[RaduM's solution](#)

297.

1831C

[Copil Copac Draws Trees · Tutorial](#)

Rating: 1400 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[RaduM's solution](#)

298.

2133C

[The Nether · Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[RaduM's solution](#)

299.

2120C

[Divine Tree · Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[RaduM's solution](#)

300.

2110C

[Racing · Tutorial](#)

Quality: 15,834 global accepts · Rating: 1400 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RaduM's solution](#)

301.

2111D

[Creating a Schedule · Tutorial](#)

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[RaduM's solution](#)

302.

2104D

[Array and GCD · Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[RaduM's solution](#)

303.

2074D

[Counting Points · Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[RaduM's solution](#)

304.

2067D

[Object Identification · Tutorial](#)

Rating: 1400 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[RaduM's solution](#)

305.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[RaduM's solution](#)

306.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[RaduM's solution](#)

307.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[RaduM's solution](#)

308.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[RaduM's solution](#)

309.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[RaduM's solution](#)

310.

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[RaduM's solution](#)

311.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RaduM's solution](#)

312.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[RaduM's solution](#)

313.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[RaduM's solution](#)

314.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[RaduM's solution](#)

315.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[RaduM's solution](#)

316.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[RaduM's solution](#)

317.

1972D1

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

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

[RaduM's solution](#)

318.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[RaduM's solution](#)

319.

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

[RaduM's solution](#)

320.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[RaduM's solution](#)

321.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[RaduM's solution](#)

322.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[RaduM's solution](#)

323.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[RaduM's solution](#)

324.

2205C

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

Quality: 7,743 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[RaduM's solution](#)

325.

2195E

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

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[RaduM's solution](#)

326.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,032 global accepts · Rating: 1500 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[RaduM's solution](#)

327.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[RaduM's solution](#)

328.

2121E

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

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[RaduM's solution](#)

329.

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[RaduM's solution](#)

330.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[RaduM's solution](#)

331.

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[RaduM's solution](#)

332.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1500 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[RaduM's solution](#)

333.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[RaduM's solution](#)

334.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[RaduM's solution](#)

335.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[RaduM's solution](#)

336.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[RaduM's solution](#)

337.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaduM's solution](#)

338.

2008E

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

Quality: 13,230 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[RaduM's solution](#)

339.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,916 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RaduM's solution](#)

340.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[RaduM's solution](#)

341.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[RaduM's solution](#)

342.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[RaduM's solution](#)

343.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[RaduM's solution](#)

344.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[RaduM's solution](#)

345.

1933E

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

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search

[RaduM's solution](#)

346.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[RaduM's solution](#)

347.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[RaduM's solution](#)

348.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RaduM's solution](#)

349.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1600 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[RaduM's solution](#)

350.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[RaduM's solution](#)

351.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[RaduM's solution](#)

352.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[RaduM's solution](#)

353.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[RaduM's solution](#)

354.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[RaduM's solution](#)

355.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[RaduM's solution](#)

356.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[RaduM's solution](#)

357.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[RaduM's solution](#)

358.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[RaduM's solution](#)

359.

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[RaduM's solution](#)

360.

1526C2

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

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RaduM's solution](#)

361.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[RaduM's solution](#)

362.

2047D

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

Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[RaduM's solution](#)

363.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[RaduM's solution](#)

364.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[RaduM's solution](#)

365.

2019C

[Cards Partition](#) · [Tutorial](#)

Quality: 1600 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RaduM's solution](#)

366.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[RaduM's solution](#)

367.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[RaduM's solution](#)

368.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[RaduM's solution](#)

369.

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[RaduM's solution](#)

370.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[RaduM's solution](#)

371.

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

[RaduM's solution](#)

372.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RaduM's solution](#)

373.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[RaduM's solution](#)

374.

453A

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

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[RaduM's solution](#)

375.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[RaduM's solution](#)

376.

2202D

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

Rating: 1700 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[RaduM's solution](#)

377.

2202C2

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

Rating: 1700 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy

[RaduM's solution](#)

378.

2205D

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

Quality: 4,926 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[RaduM's solution](#)

379.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RaduM's solution](#)

380.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[RaduM's solution](#)

381.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[RaduM's solution](#)

382.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[RaduM's solution](#)

383.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[RaduM's solution](#)

384.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[RaduM's solution](#)

385.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[RaduM's solution](#)

386.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[RaduM's solution](#)

387.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[RaduM's solution](#)

388.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[RaduM's solution](#)

389.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[RaduM's solution](#)

390.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[RaduM's solution](#)

391.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[RaduM's solution](#)

392.

1937C

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

Rating: 1700 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[RaduM's solution](#)

393.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,684 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[RaduM's solution](#)

394.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[RaduM's solution](#)

395.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[RaduM's solution](#)

396.

2029C

[New Rating · Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[RaduM's solution](#)

397.

2024D

[Skipping · Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[RaduM's solution](#)

398.

2030D

[QED's Favorite Permutation · Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[RaduM's solution](#)

399.

2019E

[Tree Pruning · Tutorial](#)

Rating: 1700 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[RaduM's solution](#)

400.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[RaduM's solution](#)

401.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[RaduM's solution](#)

402.

1999G2

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

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[RaduM's solution](#)

403.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[RaduM's solution](#)

404.

1093D

[Beautiful Graph · Tutorial](#)

Quality: 11,331 global accepts · Rating: 1700 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[RaduM's solution](#)

405.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[RaduM's solution](#)

406.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,761 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[RaduM's solution](#)

407.

1983D

[Swap Dilemma](#) · [Tutorial](#)

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

[RaduM's solution](#)

408.

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

[RaduM's solution](#)

409.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[RaduM's solution](#)

410.

1881F

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

Quality: 9,572 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[RaduM's solution](#)

411.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[RaduM's solution](#)

412.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math, meet-in-the-middle

[RaduM's solution](#)

413.

2204E

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

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[RaduM's solution](#)

414.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,557 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[RaduM's solution](#)

415.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings
[RaduM's solution](#)

416.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[RaduM's solution](#)

417.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[RaduM's solution](#)

418.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[RaduM's solution](#)

419.

2091F

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

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp
[RaduM's solution](#)

420.

2143D1

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

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[RaduM's solution](#)

421.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[RaduM's solution](#)

422.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,539 global accepts · Rating: 1800 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[RaduM's solution](#)

423.

2093F

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

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[RaduM's solution](#)

424.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[RaduM's solution](#)

425.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[RaduM's solution](#)

426.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[RaduM's solution](#)

427.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[RaduM's solution](#)

428.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[RaduM's solution](#)

429.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[RaduM's solution](#)

430.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math, ternary search

[RaduM's solution](#)

431.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[RaduM's solution](#)

432.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, sortings

[RaduM's solution](#)

433.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[RaduM's solution](#)

434.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[RaduM's solution](#)

435.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[RaduM's solution](#)

436.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RaduM's solution](#)

437.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[RaduM's solution](#)

438.

2039C2

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

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

[RaduM's solution](#)

439.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[RaduM's solution](#)

440.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[RaduM's solution](#)

441.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[RaduM's solution](#)

442.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[RaduM's solution](#)

443.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RaduM's solution](#)

444.

1966D

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

Rating: 1800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[RaduM's solution](#)

445.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[RaduM's solution](#)

446.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[RaduM's solution](#)

447.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[RaduM's solution](#)

448.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[RaduM's solution](#)

449.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[RaduM's solution](#)

450.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[RaduM's solution](#)

451.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[RaduM's solution](#)

452.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[RaduM's solution](#)

453.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[RaduM's solution](#)

454.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[RaduM's solution](#)

455.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[RaduM's solution](#)

456.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings
[RaduM's solution](#)

457.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers
[RaduM's solution](#)

458.

2156D

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

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[RaduM's solution](#)

459.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
[RaduM's solution](#)

460.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
[RaduM's solution](#)

461.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[RaduM's solution](#)

462.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[RaduM's solution](#)

463.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[RaduM's solution](#)

464.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings
[RaduM's solution](#)

465.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[RaduM's solution](#)

466.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[RaduM's solution](#)

467.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[RaduM's solution](#)

468.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[RaduM's solution](#)

469.

1747D

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

Quality: 5,563 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[RaduM's solution](#)

470.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,240 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[RaduM's solution](#)

471.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[RaduM's solution](#)

472.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[RaduM's solution](#)

473.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[RaduM's solution](#)

474.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[RaduM's solution](#)

475.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[RaduM's solution](#)

476.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[RaduM's solution](#)

477.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[RaduM's solution](#)

478.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[RaduM's solution](#)

479.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[RaduM's solution](#)

480.

1998C

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

Quality: 7,094 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[RaduM's solution](#)

481.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[RaduM's solution](#)

482.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RaduM's solution](#)

483.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[RaduM's solution](#)

484.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RaduM's solution](#)

485.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[RaduM's solution](#)

486.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[RaduM's solution](#)

487.

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

[RaduM's solution](#)

488.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[RaduM's solution](#)

489.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy

[RaduM's solution](#)

490.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[RaduM's solution](#)

491.

1980F1

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

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[RaduM's solution](#)

492.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[RaduM's solution](#)

493.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[RaduM's solution](#)

494.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[RaduM's solution](#)

495.

1957D

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496.

1820D

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497.

552C

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Quality: 5,875 global accepts · Rating: 1900 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
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498.

250D

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865B

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500.

1777D

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1821D

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502.

2181D

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503.

2195F

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505.

2154C2

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2096D

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507.

1831D

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508.

2135C

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509.

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2020E

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511.

2051F

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512.

1019B

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513.

337D

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1033D

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1599C

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516.

2075D

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2074F

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1388D

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2163D1

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2145E

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771C

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576.

1801D

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1070E

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400E

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466D

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582.

575F

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583.

1538G

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675C

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586.

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587.

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591.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2200 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[RaduM's solution](#)

592.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[RaduM's solution](#)

593.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[RaduM's solution](#)

594.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[RaduM's solution](#)

595.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[RaduM's solution](#)

596.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[RaduM's solution](#)

597.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[RaduM's solution](#)

598.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[RaduM's solution](#)

599.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, greedy

[RaduM's solution](#)

600.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search

[RaduM's solution](#)

601.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[RaduM's solution](#)

602.

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[RaduM's solution](#)

603.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[RaduM's solution](#)

604.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[RaduM's solution](#)

605.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RaduM's solution](#)

606.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[RaduM's solution](#)

607.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[RaduM's solution](#)

608.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[RaduM's solution](#)

609.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[RaduM's solution](#)

610.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[RaduM's solution](#)

611.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[RaduM's solution](#)

612.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[RaduM's solution](#)

613.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[RaduM's solution](#)

614.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[RaduM's solution](#)

615.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[RaduM's solution](#)

616.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[RaduM's solution](#)

617.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[RaduM's solution](#)

618.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[RaduM's solution](#)

619.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[RaduM's solution](#)

620.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[RaduM's solution](#)

621.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[RaduM's solution](#)

622.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[RaduM's solution](#)

623.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[RaduM's solution](#)

624.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[RaduM's solution](#)

625.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[RaduM's solution](#)

626.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[RaduM's solution](#)

627.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[RaduM's solution](#)

628.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2200 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[RaduM's solution](#)

629.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[RaduM's solution](#)

630.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[RaduM's solution](#)

631.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[RaduM's solution](#)

632.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RaduM's solution](#)

633.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[RaduM's solution](#)

634.

2195G

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

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[RaduM's solution](#)

635.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[RaduM's solution](#)

636.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[RaduM's solution](#)

637.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest

paths

[RaduM's solution](#)

638.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[RaduM's solution](#)

639.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[RaduM's solution](#)

640.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[RaduM's solution](#)

641.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[RaduM's solution](#)

642.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[RaduM's solution](#)

643.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RaduM's solution](#)

644.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[RaduM's solution](#)

645.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[RaduM's solution](#)

646.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[RaduM's solution](#)

647.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[RaduM's solution](#)

648.

675E

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

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[RaduM's solution](#)

649.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[RaduM's solution](#)

650.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[RaduM's solution](#)

651.

1988E

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

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

[RaduM's solution](#)

652.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[RaduM's solution](#)

653.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[RaduM's solution](#)

654.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2300 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[RaduM's solution](#)

655.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[RaduM's solution](#)

656.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[RaduM's solution](#)

657.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[RaduM's solution](#)

658.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[RaduM's solution](#)

659.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[RaduM's solution](#)

660.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[RaduM's solution](#)

661.

1831E

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[RaduM's solution](#)

662.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[RaduM's solution](#)

663.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[RaduM's solution](#)

664.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, graph matchings

[RaduM's solution](#)

665.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[RaduM's solution](#)

666.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[RaduM's solution](#)

667.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[RaduM's solution](#)

668.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RaduM's solution](#)

669.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[RaduM's solution](#)

670.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[RaduM's solution](#)

671.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[RaduM's solution](#)

672.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[RaduM's solution](#)

673.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[RaduM's solution](#)

674.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[RaduM's solution](#)

675.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[RaduM's solution](#)

676.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[RaduM's solution](#)

677.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[RaduM's solution](#)

678.

1582F2

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

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[RaduM's solution](#)

679.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RaduM's solution](#)

680.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[RaduM's solution](#)

681.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2024-12-30 · last AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[RaduM's solution](#)

682.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RaduM's solution](#)

683.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RaduM's solution](#)

684.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[RaduM's solution](#)

685.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, two pointers

[RaduM's solution](#)

686.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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687.

2030F

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688.

107D

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689.

1083E

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690.

626F

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691.

1418E

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Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

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692.

1367F2

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Quality: 1,869 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

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693.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

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694.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 2500 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[RaduM's solution](#)

695.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[RaduM's solution](#)

696.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[RaduM's solution](#)

697.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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698.

1976E

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Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[RaduM's solution](#)

699.

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[RaduM's solution](#)

700.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[RaduM's solution](#)

701.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[RaduM's solution](#)

702.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[RaduM's solution](#)

703.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[RaduM's solution](#)

704.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RaduM's solution](#)

705.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RaduM's solution](#)

706.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[RaduM's solution](#)

707.

660F

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

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[RaduM's solution](#)

708.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[RaduM's solution](#)

709.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[RaduM's solution](#)

710.

755F

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

Quality: 1,864 global accepts · Rating: 2600 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[RaduM's solution](#)

711.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[RaduM's solution](#)

712.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[RaduM's solution](#)

713.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[RaduM's solution](#)

714.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[RaduM's solution](#)

715.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[RaduM's solution](#)

716.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[RaduM's solution](#)

717.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[RaduM's solution](#)

718.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[RaduM's solution](#)

719.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[RaduM's solution](#)

720.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[RaduM's solution](#)

721.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[RaduM's solution](#)

722.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[RaduM's solution](#)

723.

2222D

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

Quality: 3,195 global accepts · Rating: — · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[RaduM's solution](#)

724.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,790 global accepts · Rating: — · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[RaduM's solution](#)

725.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: — · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[RaduM's solution](#)

726.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: — · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[RaduM's solution](#)

727.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,218 global accepts · Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[RaduM's solution](#)

728.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[RaduM's solution](#)

729.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[RaduM's solution](#)

730.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[RaduM's solution](#)

731.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[RaduM's solution](#)

732.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[RaduM's solution](#)

733.

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: *special, math

[RaduM's solution](#)

734.

104786D

[Many biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[RaduM's solution](#)

735.

100212C

[Order-Preserving Codes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaduM's solution](#)

736.

103999H

[for-for-for](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaduM's solution](#)

737.

103999I

[Dacians vs Samurai](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaduM's solution](#)

738.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaduM's solution](#)

739.

104230A

[Data Centers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaduM's solution](#)

740.

104229A

[SubsetMex](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaduM's solution](#)