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# Unique solved — Ryazimn

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

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- 1.**

2211A

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- 2.**

2217A

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- 5.**

2209A

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- 6.**

1926B

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1926A

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1950B

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1950A

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2204B

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**12.**

2204A

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1767B

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1767A

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**15.**

2203A

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**16.**

2184A

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2193B

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2193A

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**19.**

2176A

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**20.**

2185B

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2185A

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**22.**

2189A

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**23.**

2182B

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2182A

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**25.**

2170A

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2122A

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**27.**

2163A

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2154A

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**29.**

2149B

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2146A

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**33.**

2148B

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**34.**

2148A

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2137A

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**37.**

2134A

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**38.**

2133B

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2124A

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1436A

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**42.**

1468E

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**43.**

2092A

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**44.**

2059A

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**45.**

2072A

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884A

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2069A

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**50.**

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**51.**

2027A

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**52.**

2030B

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**53.**

2030A

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**54.**

2025A

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**55.**

2022A

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**56.**

2020A

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**57.**

2013A

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**58.**

2008C

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**59.**

2008B

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**60.**

2008A

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**61.**

2009B

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- 62.**  
2009A  
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- 63.**  
1977A  
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2004A  
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1993A  
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1999C  
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1999A  
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- 69.**  
1989A  
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1994A  
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**74.**

1983A

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**75.**

1437A

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**77.**

1978B

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**78.**

1978A

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**79.**

1984A

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**80.**

1979A

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**81.**

1816A

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**82.**

1981A

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**83.**

1976A

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**84.**

1969A

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**85.**

1934A

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**86.**

1957A

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**87.**

1883A

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**88.**

1946A

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Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**89.**

1447A

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**90.**

1900A

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**91.**

1935A

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**92.**

1937A

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**93.**

1898A

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**94.**

1930A

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**95.**

1929B

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**96.**

1929A

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**97.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Ryazimn's solution](#)

**98.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[Ryazimn's solution](#)

**99.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Ryazimn's solution](#)

**100.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**101.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[Ryazimn's solution](#)

**102.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[Ryazimn's solution](#)

**103.**

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[Ryazimn's solution](#)

**104.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Ryazimn's solution](#)

**105.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: math  
[Ryazimn's solution](#)

**106.**

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Ryazimn's solution](#)

**107.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,625 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[Ryazimn's solution](#)

**108.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,300 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Ryazimn's solution](#)

**109.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Ryazimn's solution](#)

**110.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Ryazimn's solution](#)

**111.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[Ryazimn's solution](#)

**112.**

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[Ryazimn's solution](#)

**113.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Ryazimn's solution](#)

**114.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Ryazimn's solution](#)

**115.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**116.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**117.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 800 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**118.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**119.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**120.**

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**121.**

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ryazimn's solution](#)

**122.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**123.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Ryazimn's solution](#)

**124.**

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ryazimn's solution](#)

**125.**

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**126.**

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Ryazimn's solution](#)

**127.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**128.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Ryazimn's solution](#)

**129.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**130.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ryazimn's solution](#)

**131.**

1831A

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

Quality: 46,300 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**132.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**133.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ryazimn's solution](#)

**134.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Ryazimn's solution](#)

**135.**

1786A1

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

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**136.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Ryazimn's solution](#)

**137.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Ryazimn's solution](#)

**138.**

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ryazimn's solution](#)

**139.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,928 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Ryazimn's solution](#)

**140.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,122 global accepts · Rating: 800 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**141.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**142.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**143.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**144.**

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**145.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[Ryazimn's solution](#)

**146.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Ryazimn's solution](#)

**147.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**148.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**149.**

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Ryazimn's solution](#)

**150.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ryazimn's solution](#)

**151.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**152.**

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ryazimn's solution](#)

**153.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**154.**

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[Ryazimn's solution](#)

**155.**

1789A

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

Quality: 32,967 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)

**156.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,991 global accepts · Rating: 800 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ryazimn's solution](#)

**157.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, sortings

[Ryazimn's solution](#)

**158.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**159.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**160.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**161.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**162.**

1790A

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

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Ryazimn's solution](#)

**163.**

1791C

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

Quality: 74,162 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Ryazimn's solution](#)

**164.**

1791B

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

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Ryazimn's solution](#)

**165.**

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**166.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**167.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**168.**

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**169.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**170.**

1777A

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

Quality: 44,009 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**171.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ryazimn's solution](#)

**172.**

1783A

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

Quality: 48,717 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[Ryazimn's solution](#)

**173.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ryazimn's solution](#)

**174.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ryazimn's solution](#)

**175.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**176.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**177.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**178.**

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,328 global accepts · Rating: 800 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**179.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**180.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,011 global accepts · Rating: 800 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**181.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-12-07 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**182.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-12-06 · Java 11 (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**183.**

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[Ryazimn's solution](#)

**184.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Ryazimn's solution](#)

**185.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Ryazimn's solution](#)

**186.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ryazimn's solution](#)

**187.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**188.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Ryazimn's solution](#)

**189.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Ryazimn's solution](#)

**190.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation,

sortings

[Ryazimn's solution](#)

**191.**

1760B

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

Quality: 53,340 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Ryazimn's solution](#)

**192.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**193.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**194.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**195.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**196.**

1748A

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

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**197.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**198.**

764A

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Quality: 17,100 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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**199.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**200.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,300 global accepts · Rating: 800 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**201.**

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**202.**

1744A

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Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**203.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**204.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**205.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**206.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**207.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**208.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**209.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**210.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ryazimn's solution](#)

**211.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**212.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**213.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Ryazimn's solution](#)

**214.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Ryazimn's solution](#)

**215.**

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**216.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**217.**

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**218.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Ryazimn's solution](#)

**219.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**220.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**221.**

1080A

[Petya and Origami](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**222.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**223.**

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**224.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Ryazimn's solution](#)

**225.**

1085A

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Quality: 12,697 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**226.**

1708A

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Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**227.**

1041A

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Quality: 26,844 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**228.**

1703C

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Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ryazimn's solution](#)

**229.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**230.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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**231.**

1702B

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Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**232.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**233.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**234.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**235.**

294A

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Quality: 28,390 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**236.**

1697A

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Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**237.**

1699A

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[Ryazimn's solution](#)

**238.**

1146A

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Quality: 23,648 global accepts · Rating: 800 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**239.**

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**240.**

1698B

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Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**241.**

1698A

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Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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**242.**

1696A

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Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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**243.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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**244.**

1700A

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Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**245.**

978A

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Quality: 30,731 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**246.**

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[Ryazimn's solution](#)

**247.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**248.**

1692C

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Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**249.**

1692B

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Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**250.**

1692A

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Quality: 85,747 global accepts · Rating: 800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**251.**

1678B1

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

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**252.**

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**253.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**254.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**255.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

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**256.**

994A

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Quality: 15,213 global accepts · Rating: 800 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**257.**

1480A

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Quality: 27,147 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

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**258.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ryazimn's solution](#)

**259.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ryazimn's solution](#)

**260.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

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**261.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**262.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

**263.**

1686A

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

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**264.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**265.**

92A

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Quality: 21,531 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**266.**

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,724 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ryazimn's solution](#)

**267.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ryazimn's solution](#)

**268.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**269.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Ryazimn's solution](#)

**270.**

1064A

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[Ryazimn's solution](#)

**271.**

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**272.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**273.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ryazimn's solution](#)

**274.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**275.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ryazimn's solution](#)

**276.**

932A

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

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[Ryazimn's solution](#)

**277.**

1684B

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Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**278.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[Ryazimn's solution](#)

**279.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[Ryazimn's solution](#)

**280.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**281.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ryazimn's solution](#)

**282.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Ryazimn's solution](#)

**283.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**284.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**285.**

22A

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**286.**

1676C

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[Ryazimn's solution](#)

**287.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,641 global accepts · Rating: 800 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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**288.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**289.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**290.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**291.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,418 global accepts · Rating: 800 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**292.**

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**293.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

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**294.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**295.**

1672A

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1665A

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302A

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1658B

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1658A

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1391B

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1611B

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**396.**

1611A

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**397.**

1612A

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**398.**

822A

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**399.**

1196A

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**400.**

447A

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**401.**

1583A

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**402.**

14A

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**403.**

1454B

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**404.**

1519A

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1589A

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**406.**

1234A

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**407.**

1605A

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**408.**

1554A

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**409.**

1552A

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**410.**

1553A

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**411.**

1550A

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**412.**

734B

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**413.**

599A

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**414.**

1304A

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**415.**

1451A

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**416.**

1517A

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**417.**

1143A

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**418.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

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**419.**

1538B

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**420.**

1547A

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**421.**

1382A

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**422.**

1433B

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**423.**

233A

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**424.**

1604A

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**425.**

169A

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**426.**

1579A

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1598A

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**428.**

1398B

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**429.**

1498A

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1602A

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**431.**

486A

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**432.**

1493A

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**433.**

1527A

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1530A

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**435.**

1509A

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**436.**

1397A

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**437.**

711A

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**438.**

1551B1

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**439.**

1497A

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**440.**

673A

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**441.**

386A

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**442.**

1400A

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**443.**

1398A

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**444.**

1511A

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**445.**

1421A

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**446.**

1593A

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**447.**

1428A

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**448.**

1422A

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**449.**

1461A

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**450.**

1462A

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**451.**

731A

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**452.**

9A

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**453.**

1506A

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**454.**

1337A

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**455.**

1372A

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**456.**

144A

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**457.**

1385B

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**458.**

1283A

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**459.**

1520B

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**460.**

151A

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**461.**

897A

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**462.**

136A

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**463.**

116A

[Tram](#) · [Tutorial](#)

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**464.**

1581A

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**465.**

1594A

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**466.**

854A

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**467.**

1561A

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**468.**

1481A

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**469.**

1345A

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**470.**

1220A

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Quality: 32,798 global accepts · Rating: 800 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

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**471.**

1537A

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Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**472.**

1547B

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Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

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**473.**

1549A

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**474.**

1546A

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**475.**

1592A

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**476.**

1541A

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**477.**

1560A

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**478.**

1490A

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**479.**

1186A

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**480.**

80A

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**481.**

540A

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**482.**

1230A

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**483.**

1228A

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**484.**

1108A

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**485.**

1097A

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**486.**

935A

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**487.**

1535A

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**488.**

1574A

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**489.**

1348A

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**490.**

1433A

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**491.**

1520A

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**492.**

1573A

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**493.**

1325B

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**494.**

978B

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**495.**

959A

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**496.**

1426A

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Quality: 54,958 global accepts · Rating: 800 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**497.**

1473A

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

Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Ryazimn's solution](#)

**498.**

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Ryazimn's solution](#)

**499.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Ryazimn's solution](#)

**500.**

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**501.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,560 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**502.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Ryazimn's solution](#)

**503.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,507 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Ryazimn's solution](#)

**504.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Ryazimn's solution](#)

**505.**

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ryazimn's solution](#)

**506.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Ryazimn's solution](#)

**507.**

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,354 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**508.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**509.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**510.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,126 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**511.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**512.**

1385A

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Quality: 43,337 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**513.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**514.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,816 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Ryazimn's solution](#)

**515.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ryazimn's solution](#)

**516.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**517.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,094 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**518.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number

theory

[Ryazimn's solution](#)

**519.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**520.**

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,785 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[Ryazimn's solution](#)

**521.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Ryazimn's solution](#)

**522.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,585 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**523.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,722 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**524.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**525.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,204 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ryazimn's solution](#)

**526.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,007 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**527.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,124 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**528.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**529.**

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[Ryazimn's solution](#)

**530.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[Ryazimn's solution](#)

**531.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation  
[Ryazimn's solution](#)

**532.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[Ryazimn's solution](#)

**533.**

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[Ryazimn's solution](#)

**534.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Ryazimn's solution](#)

**535.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,090 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Ryazimn's solution](#)

**536.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**537.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Ryazimn's solution](#)

**538.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[Ryazimn's solution](#)

**539.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
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**540.**

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities  
[Ryazimn's solution](#)

**541.**

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,586 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Ryazimn's solution](#)

**542.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Ryazimn's solution](#)

**543.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,304 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**544.**

1374A

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

Quality: 64,181 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**545.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,833 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Ryazimn's solution](#)

**546.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,133 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**547.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,713 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[Ryazimn's solution](#)

**548.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,236 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**549.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,506 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**550.**

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**551.**

1462B

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

Quality: 29,175 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Ryazimn's solution](#)

**552.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**553.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Ryazimn's solution](#)

**554.**

1472B

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Quality: 59,838 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ryazimn's solution](#)

**555.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,060 global accepts · Rating: 800 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**556.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,772 global accepts · Rating: 800 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**557.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**558.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Ryazimn's solution](#)

**559.**

1352A

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

Quality: 104,114 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**560.**

1409A

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

Quality: 80,422 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**561.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**562.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,956 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**563.**

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[Ryazimn's solution](#)

**564.**

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,664 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ryazimn's solution](#)

**565.**

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,049 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**566.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,797 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**567.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,911 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**568.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,018 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Ryazimn's solution](#)

**569.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**570.**

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**571.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,528 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**572.**

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,950 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Ryazimn's solution](#)

**573.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[Ryazimn's solution](#)

**574.**

228A

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

Quality: 139,809 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**575.**

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,198 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Ryazimn's solution](#)

**576.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,936 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**577.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**578.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,730 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Ryazimn's solution](#)

**579.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,365 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[Ryazimn's solution](#)

**580.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,455 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**581.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,328 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**582.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,417 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Ryazimn's solution](#)

**583.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,087 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**584.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,209 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**585.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,520 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**586.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,438 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**587.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,494 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**588.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,078 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Ryazimn's solution](#)

**589.**

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,481 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**590.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,208 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**591.**

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ryazimn's solution](#)

**592.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,020 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ryazimn's solution](#)

**593.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,553 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**594.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,342 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Ryazimn's solution](#)

**595.**

112A

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

Quality: 287,243 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**596.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**597.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,124 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**598.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,915 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**599.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,978 global accepts · Rating: 800 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**600.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,988 global accepts · Rating: 800 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**601.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,274 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**602.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**603.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,465 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Ryazimn's solution](#)

**604.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,248 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ryazimn's solution](#)

**605.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,243 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ryazimn's solution](#)

**606.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,811 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ryazimn's solution](#)

**607.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**608.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**609.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,407 global accepts · Rating: 900 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**610.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**611.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,981 global accepts · Rating: 900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**612.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**613.**

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Ryazimn's solution](#)

**614.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**615.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**616.**

2140B

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

Quality: 22,133 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

math, number theory

[Ryazimn's solution](#)

**617.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,463 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**618.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**619.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**620.**

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**621.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**622.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**623.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**624.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Ryazimn's solution](#)

**625.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ryazimn's solution](#)

**626.**

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**627.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ryazimn's solution](#)

**628.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**629.**

1988A

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

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

[Ryazimn's solution](#)

**630.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**631.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**632.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**633.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,055 global accepts · Rating: 900 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**634.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,378 global accepts · Rating: 900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**635.**

1900B

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

Quality: 20,471 global accepts · Rating: 900 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Ryazimn's solution](#)

**636.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**637.**

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Ryazimn's solution](#)

**638.**

1875A

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

Quality: 46,997 global accepts · Rating: 900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ryazimn's solution](#)

**639.**

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Ryazimn's solution](#)

**640.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**641.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Ryazimn's solution](#)

**642.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**643.**

1855B

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

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Ryazimn's solution](#)

**644.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**645.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Ryazimn's solution](#)

**646.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**647.**

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Ryazimn's solution](#)

**648.**

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**649.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Ryazimn's solution](#)

**650.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**651.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**652.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Ryazimn's solution](#)

**653.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,868 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**654.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**655.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ryazimn's solution](#)

**656.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Ryazimn's solution](#)

**657.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**658.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**659.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**660.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**661.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 900 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Ryazimn's solution](#)

**662.**

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Ryazimn's solution](#)

**663.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Ryazimn's solution](#)

**664.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**665.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**666.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-12-07 · Java 11 (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**667.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**668.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**669.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**670.**

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**671.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**672.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**673.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**674.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**675.**

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**676.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ryazimn's solution](#)

**677.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Ryazimn's solution](#)

**678.**

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**679.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**680.**

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**681.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ryazimn's solution](#)

**682.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**683.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**684.**

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**685.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**686.**

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**687.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Ryazimn's solution](#)

**688.**

1675B

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

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**689.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**690.**

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**691.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**692.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**693.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**694.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**695.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**696.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**697.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,386 global accepts · Rating: 900 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ryazimn's solution](#)

**698.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ryazimn's solution](#)

**699.**

94A

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

Quality: 12,266 global accepts · Rating: 900 · first AC: 2022-05-07 · Java 11 (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**700.**

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**701.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ryazimn's solution](#)

**702.**

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**703.**

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,489 global accepts · Rating: 900 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**704.**

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ryazimn's solution](#)

**705.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,766 global accepts · Rating: 900 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory

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**706.**

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[Ryazimn's solution](#)

**707.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**708.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**709.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,995 global accepts · Rating: 900 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**710.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**711.**

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**712.**

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**713.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,887 global accepts · Rating: 900 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**714.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Ryazimn's solution](#)

**715.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**716.**

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**717.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,071 global accepts · Rating: 900 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Ryazimn's solution](#)

**718.**

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**719.**

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ryazimn's solution](#)

**720.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Ryazimn's solution](#)

**721.**

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**722.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,939 global accepts · Rating: 900 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**723.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**724.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**725.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 900 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ryazimn's solution](#)

**726.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**727.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**728.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**729.**

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Ryazimn's solution](#)

**730.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ryazimn's solution](#)

**731.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Ryazimn's solution](#)

**732.**

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**733.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ryazimn's solution](#)

**734.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,389 global accepts · Rating: 900 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ryazimn's solution](#)

**735.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**736.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Ryazimn's solution](#)

**737.**

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**738.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ryazimn's solution](#)

**739.**

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,042 global accepts · Rating: 900 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Ryazimn's solution](#)

**740.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**741.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,684 global accepts · Rating: 900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**742.**

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Ryazimn's solution](#)

**743.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,026 global accepts · Rating: 900 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**744.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**745.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**746.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**747.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ryazimn's solution](#)

**748.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**749.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,099 global accepts · Rating: 900 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**750.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**751.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,329 global accepts · Rating: 900 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**752.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ryazimn's solution](#)

**753.**

1593B

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

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Ryazimn's solution](#)

**754.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ryazimn's solution](#)

**755.**

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**756.**

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,389 global accepts · Rating: 900 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**757.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,713 global accepts · Rating: 900 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**758.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Ryazimn's solution](#)

**759.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Ryazimn's solution](#)

**760.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Ryazimn's solution](#)

**761.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Ryazimn's solution](#)

**762.**

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ryazimn's solution](#)

**763.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Ryazimn's solution](#)

**764.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,684 global accepts · Rating: 900 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Ryazimn's solution](#)

**765.**

1475B

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

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Ryazimn's solution](#)

**766.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,643 global accepts · Rating: 900 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**767.**

2217B

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

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**768.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**769.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1000 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**770.**

2203B

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

Quality: 14,289 global accepts · Rating: 1000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Ryazimn's solution](#)

**771.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Ryazimn's solution](#)

**772.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,904 global accepts · Rating: 1000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[Ryazimn's solution](#)

**773.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ryazimn's solution](#)

**774.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**775.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**776.**

2148D

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

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ryazimn's solution](#)

**777.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**778.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**779.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**780.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Ryazimn's solution](#)

**781.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**782.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[Ryazimn's solution](#)

**783.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, strings

[Ryazimn's solution](#)

**784.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**785.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ryazimn's solution](#)

**786.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ryazimn's solution](#)

**787.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**788.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Ryazimn's solution](#)

**789.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**790.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Ryazimn's solution](#)

**791.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**792.**

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**793.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**794.**

1969B

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

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**795.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**796.**

1174A

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

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ryazimn's solution](#)

**797.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**798.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Ryazimn's solution](#)

**799.**

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**800.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[Ryazimn's solution](#)

**801.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Ryazimn's solution](#)

**802.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**803.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**804.**

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2023-12-02 · lo (first AC) · Tags: \*special, dp

[Ryazimn's solution](#)

**805.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Ryazimn's solution](#)

**806.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**807.**

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**808.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ryazimn's solution](#)

**809.**

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,338 global accepts · Rating: 1000 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Ryazimn's solution](#)

**810.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**811.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Ryazimn's solution](#)

**812.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**813.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Ryazimn's solution](#)

**814.**

1515B

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

Quality: 27,065 global accepts · Rating: 1000 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Ryazimn's solution](#)

**815.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**816.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ryazimn's solution](#)

**817.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[Ryazimn's solution](#)

**818.**

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**819.**

1800C1

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

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ryazimn's solution](#)

**820.**

1800B

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

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ryazimn's solution](#)

**821.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**822.**

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**823.**

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Ryazimn's solution](#)

**824.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**825.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ryazimn's solution](#)

**826.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Ryazimn's solution](#)

**827.**

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Ryazimn's solution](#)

**828.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**829.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ryazimn's solution](#)

**830.**

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**831.**

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**832.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**833.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Ryazimn's solution](#)

**834.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,953 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ryazimn's solution](#)

**835.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**836.**

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Ryazimn's solution](#)

**837.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ryazimn's solution](#)

**838.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**839.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 1000 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Ryazimn's solution](#)

**840.**

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**841.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,484 global accepts · Rating: 1000 · first AC: 2021-10-31 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**842.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,916 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[Ryazimn's solution](#)

**843.**

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Ryazimn's solution](#)

**844.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[Ryazimn's solution](#)

**845.**

1690D

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

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[Ryazimn's solution](#)

**846.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Ryazimn's solution](#)

**847.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**848.**

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Ryazimn's solution](#)

**849.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Ryazimn's solution](#)

**850.**

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**851.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[Ryazimn's solution](#)

**852.**

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**853.**

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation,

strings

[Ryazimn's solution](#)

**854.**

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**855.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

**856.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Ryazimn's solution](#)

**857.**

110C

[Lucky Sum of Digits](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**858.**

1520C

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

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**859.**

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**860.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**861.**

577A

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

Quality: 45,284 global accepts · Rating: 1000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Ryazimn's solution](#)

**862.**

742A

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

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Ryazimn's solution](#)

**863.**

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**864.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Ryazimn's solution](#)

**865.**

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**866.**

1506C

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

Quality: 35,630 global accepts · Rating: 1000 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[Ryazimn's solution](#)

**867.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**868.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[Ryazimn's solution](#)

**869.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Ryazimn's solution](#)

**870.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**871.**

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[Ryazimn's solution](#)

**872.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Ryazimn's solution](#)

**873.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Ryazimn's solution](#)

**874.**

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Ryazimn's solution](#)

**875.**

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**876.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Ryazimn's solution](#)

**877.**

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ryazimn's solution](#)

**878.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,505 global accepts · Rating: 1000 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**879.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Ryazimn's solution](#)

**880.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Ryazimn's solution](#)

**881.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**882.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ryazimn's solution](#)

**883.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,942 global accepts · Rating: 1000 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**884.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**885.**

1614B

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

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Ryazimn's solution](#)

**886.**

1620B

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

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Ryazimn's solution](#)

**887.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,313 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**888.**

1611C

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

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

[Ryazimn's solution](#)

**889.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**890.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**891.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**892.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Ryazimn's solution](#)

**893.**

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1000 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ryazimn's solution](#)

**894.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**895.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,166 global accepts · Rating: 1000 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: strings

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**896.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**897.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,925 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Ryazimn's solution](#)

**898.**

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Ryazimn's solution](#)

**899.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,917 global accepts · Rating: 1000 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ryazimn's solution](#)

**900.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**901.**

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ryazimn's solution](#)

**902.**

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,612 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**903.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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**904.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**905.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ryazimn's solution](#)

**906.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**907.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,423 global accepts · Rating: 1000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**908.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1000 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**909.**

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**910.**

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**911.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ryazimn's solution](#)

**912.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Ryazimn's solution](#)

**913.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,989 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ryazimn's solution](#)

**914.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,360 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**915.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Ryazimn's solution](#)

**916.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Ryazimn's solution](#)

**917.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Ryazimn's solution](#)

**918.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,690 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Ryazimn's solution](#)

**919.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**920.**

2211B

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

Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Ryazimn's solution](#)

**921.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**922.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, number theory

[Ryazimn's solution](#)

**923.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Ryazimn's solution](#)

**924.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Ryazimn's solution](#)

**925.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[Ryazimn's solution](#)

**926.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[Ryazimn's solution](#)

**927.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**928.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**929.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Ryazimn's solution](#)

**930.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math  
[Ryazimn's solution](#)

**931.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory  
[Ryazimn's solution](#)

**932.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Ryazimn's solution](#)

**933.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation  
[Ryazimn's solution](#)

**934.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search  
[Ryazimn's solution](#)

**935.**

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: math  
[Ryazimn's solution](#)

**936.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**937.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[Ryazimn's solution](#)

**938.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Ryazimn's solution](#)

**939.**

2027B

[Stalin Sort](#) · [Tutorial](#)

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

[Ryazimn's solution](#)

**940.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[Ryazimn's solution](#)

**941.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ryazimn's solution](#)

**942.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[Ryazimn's solution](#)

**943.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**944.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ryazimn's solution](#)

**945.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Ryazimn's solution](#)

**946.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**947.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Ryazimn's solution](#)

**948.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ryazimn's solution](#)

**949.**

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Ryazimn's solution](#)

**950.**

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Ryazimn's solution](#)

**951.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ryazimn's solution](#)

**952.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**953.**

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**954.**

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**955.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[Ryazimn's solution](#)

**956.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ryazimn's solution](#)

**957.**

1957B

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

Quality: 20,410 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Ryazimn's solution](#)

**958.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**959.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ryazimn's solution](#)

**960.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Ryazimn's solution](#)

**961.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ryazimn's solution](#)

**962.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**963.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**964.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Ryazimn's solution](#)

**965.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ryazimn's solution](#)

**966.**

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**967.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**968.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**969.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,004 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[Ryazimn's solution](#)

**970.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[Ryazimn's solution](#)

**971.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Ryazimn's solution](#)

**972.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Ryazimn's solution](#)

**973.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Ryazimn's solution](#)

**974.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**975.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Ryazimn's solution](#)

**976.**

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ryazimn's solution](#)

**977.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ryazimn's solution](#)

**978.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**979.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ryazimn's solution](#)

**980.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**981.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[Ryazimn's solution](#)

**982.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[Ryazimn's solution](#)

**983.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Ryazimn's solution](#)

**984.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Ryazimn's solution](#)

**985.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[Ryazimn's solution](#)

**986.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings  
[Ryazimn's solution](#)

**987.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees  
[Ryazimn's solution](#)

**988.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[Ryazimn's solution](#)

**989.**

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Ryazimn's solution](#)

**990.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Ryazimn's solution](#)

**991.**

1743C

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**1089.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[Ryazimn's solution](#)

**1090.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[Ryazimn's solution](#)

**1091.**

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,027 global accepts · Rating: 1100 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths  
[Ryazimn's solution](#)

**1092.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math  
[Ryazimn's solution](#)

**1093.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math  
[Ryazimn's solution](#)

**1094.**

1926C

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

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: dp, implementation  
[Ryazimn's solution](#)

**1095.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[Ryazimn's solution](#)

**1096.**

2182C

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

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[Ryazimn's solution](#)

**1097.**

2170B

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

Quality: 14,288 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Ryazimn's solution](#)

**1098.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[Ryazimn's solution](#)

**1099.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers  
[Ryazimn's solution](#)

**1100.**

2137D

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

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Ryazimn's solution](#)

**1101.**

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[Ryazimn's solution](#)

**1102.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[Ryazimn's solution](#)

**1103.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[Ryazimn's solution](#)

**1104.**

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Ryazimn's solution](#)

**1105.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[Ryazimn's solution](#)

**1106.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[Ryazimn's solution](#)

**1107.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Ryazimn's solution](#)

**1108.**

2092C

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

Quality: 22,582 global accepts · Rating: 1200 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**1109.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ryazimn's solution](#)

**1110.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Ryazimn's solution](#)

**1111.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ryazimn's solution](#)

**1112.**

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Ryazimn's solution](#)

**1113.**

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Ryazimn's solution](#)

**1114.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

**1115.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ryazimn's solution](#)

**1116.**

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**1117.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,900 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, two pointers

[Ryazimn's solution](#)

**1118.**

1982B

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

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Ryazimn's solution](#)

**1119.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Ryazimn's solution](#)

**1120.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Ryazimn's solution](#)

**1121.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,278 global accepts · Rating: 1200 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Ryazimn's solution](#)

**1122.**

1174B

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

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Ryazimn's solution](#)

**1123.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)

**1124.**

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**1125.**

1875B

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

Rating: 1200 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Ryazimn's solution](#)

**1126.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Ryazimn's solution](#)

**1127.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**1128.**

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[Ryazimn's solution](#)

**1129.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[Ryazimn's solution](#)

**1130.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[Ryazimn's solution](#)

**1131.**

1527B1

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

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[Ryazimn's solution](#)

**1132.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers  
[Ryazimn's solution](#)

**1133.**

462C

[Appleman and Toastman](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[Ryazimn's solution](#)

**1134.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[Ryazimn's solution](#)

**1135.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**1136.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[Ryazimn's solution](#)

**1137.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Ryazimn's solution](#)

**1138.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,222 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**1139.**

1064B

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

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**1140.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Ryazimn's solution](#)

**1141.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[Ryazimn's solution](#)

**1142.**

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**1143.**

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Ryazimn's solution](#)

**1144.**

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Ryazimn's solution](#)

**1145.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Ryazimn's solution](#)

**1146.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Ryazimn's solution](#)

**1147.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**1148.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**1149.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[Ryazimn's solution](#)

**1150.**

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[Ryazimn's solution](#)

**1151.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[Ryazimn's solution](#)

**1152.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Ryazimn's solution](#)

**1153.**

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings  
[Ryazimn's solution](#)

**1154.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math  
[Ryazimn's solution](#)

**1155.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Ryazimn's solution](#)

**1156.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[Ryazimn's solution](#)

**1157.**

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Ryazimn's solution](#)

**1158.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[Ryazimn's solution](#)

**1159.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[Ryazimn's solution](#)

### 1160.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

### 1161.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Ryazimn's solution](#)

### 1162.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation  
[Ryazimn's solution](#)

### 1163.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[Ryazimn's solution](#)

### 1164.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Ryazimn's solution](#)

### 1165.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[Ryazimn's solution](#)

### 1166.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

### 1167.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[Ryazimn's solution](#)

### 1168.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: games  
[Ryazimn's solution](#)

### 1169.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Ryazimn's solution](#)

**1170.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Ryazimn's solution](#)

**1171.**

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**1172.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1173.**

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**1174.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,922 global accepts · Rating: 1200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**1175.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[Ryazimn's solution](#)

**1176.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**1177.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ryazimn's solution](#)

**1178.**

1744D

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

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ryazimn's solution](#)

**1179.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 1200 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Ryazimn's solution](#)

**1180.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**1181.**

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**1182.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**1183.**

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ryazimn's solution](#)

**1184.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**1185.**

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**1186.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**1187.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**1188.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Ryazimn's solution](#)

**1189.**

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Ryazimn's solution](#)

**1190.**

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**1191.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)

**1192.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Ryazimn's solution](#)

**1193.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Ryazimn's solution](#)

**1194.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**1195.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Ryazimn's solution](#)

**1196.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Ryazimn's solution](#)

**1197.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Ryazimn's solution](#)

**1198.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Ryazimn's solution](#)

**1199.**

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Ryazimn's solution](#)

**1200.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[Ryazimn's solution](#)

**1201.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Ryazimn's solution](#)

**1202.**

146C

[Lucky Conversion](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**1203.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**1204.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Ryazimn's solution](#)

**1205.**

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Ryazimn's solution](#)

**1206.**

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ryazimn's solution](#)

**1207.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Ryazimn's solution](#)

**1208.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**1209.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**1210.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1211.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**1212.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[Ryazimn's solution](#)

### 1213.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Ryazimn's solution](#)

### 1214.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

### 1215.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Ryazimn's solution](#)

### 1216.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Ryazimn's solution](#)

### 1217.

1150C

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

Rating: 1200 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ryazimn's solution](#)

### 1218.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

### 1219.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

### 1220.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Ryazimn's solution](#)

### 1221.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Ryazimn's solution](#)

### 1222.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1223.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Ryazimn's solution](#)

**1224.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Ryazimn's solution](#)

**1225.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[Ryazimn's solution](#)

**1226.**

1399C

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

Quality: 32,653 global accepts · Rating: 1200 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers  
[Ryazimn's solution](#)

**1227.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**1228.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Ryazimn's solution](#)

**1229.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search  
[Ryazimn's solution](#)

**1230.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Ryazimn's solution](#)

**1231.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Ryazimn's solution](#)

**1232.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[Ryazimn's solution](#)

**1233.**

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Ryazimn's solution](#)

**1234.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**1235.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Ryazimn's solution](#)

**1236.**

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Ryazimn's solution](#)

**1237.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**1238.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**1239.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Ryazimn's solution](#)

**1240.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[Ryazimn's solution](#)

**1241.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**1242.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,541 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Ryazimn's solution](#)

**1243.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Ryazimn's solution](#)

**1244.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[Ryazimn's solution](#)

**1245.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**1246.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,187 global accepts · Rating: 1200 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings  
[Ryazimn's solution](#)

**1247.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[Ryazimn's solution](#)

**1248.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Ryazimn's solution](#)

**1249.**

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[Ryazimn's solution](#)

**1250.**

2211C1

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

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[Ryazimn's solution](#)

**1251.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory  
[Ryazimn's solution](#)

**1252.**

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy  
[Ryazimn's solution](#)

**1253.**

2206K

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

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: binary search  
[Ryazimn's solution](#)

**1254.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,202 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[Ryazimn's solution](#)

### 1255.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

### 1256.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ryazimn's solution](#)

### 1257.

2170C

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

Quality: 11,247 global accepts · Rating: 1300 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Ryazimn's solution](#)

### 1258.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[Ryazimn's solution](#)

### 1259.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

### 1260.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Ryazimn's solution](#)

### 1261.

2146C

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

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

[Ryazimn's solution](#)

### 1262.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ryazimn's solution](#)

### 1263.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[Ryazimn's solution](#)

### 1264.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**1265.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Ryazimn's solution](#)

**1266.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**1267.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ryazimn's solution](#)

**1268.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Ryazimn's solution](#)

**1269.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**1270.**

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Ryazimn's solution](#)

**1271.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Ryazimn's solution](#)

**1272.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Ryazimn's solution](#)

**1273.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Ryazimn's solution](#)

**1274.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ryazimn's solution](#)

### 1275.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Ryazimn's solution](#)

### 1276.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ryazimn's solution](#)

### 1277.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

### 1278.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Ryazimn's solution](#)

### 1279.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ryazimn's solution](#)

### 1280.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Ryazimn's solution](#)

### 1281.

1816C

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

Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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### 1282.

1981B

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1869C

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

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1366B

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**1285.**

1174C

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**1286.**

1447C

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**1287.**

1900C

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**1288.**

1372B

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**1289.**

1937B

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**1290.**

1913C

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**1291.**

246B

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**1292.**

659B

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**1294.**

1870C

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1627B

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[Ryazimn's solution](#)

**1298.**

1890C

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**1299.**

1037C

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**1300.**

1037B

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**1301.**

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**1302.**

1879C

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**1303.**

1064C

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1826C

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**1318.**

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**1325.**

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**1337.**

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**1357.**

558B

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**1361.**

1038C

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92B

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Quality: 9,380 global accepts · Rating: 1300 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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Quality: 11,615 global accepts · Rating: 1300 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation

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1454D

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**1368.**

1669H

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**1369.**

41C

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58B

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[Ryazimn's solution](#)

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1602C

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**1374.**

1660C

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**1377.**

1307B

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[Ryazimn's solution](#)

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1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**1379.**

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**1380.**

1650D

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

Quality: 14,699 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Ryazimn's solution](#)

**1381.**

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,104 global accepts · Rating: 1300 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[Ryazimn's solution](#)

**1382.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**1383.**

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[Ryazimn's solution](#)

**1384.**

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**1385.**

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, sortings, strings

[Ryazimn's solution](#)

**1386.**

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**1387.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,016 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Ryazimn's solution](#)

**1388.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Ryazimn's solution](#)

**1389.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**1390.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**1391.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[Ryazimn's solution](#)

**1392.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Ryazimn's solution](#)

**1393.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[Ryazimn's solution](#)

**1394.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[Ryazimn's solution](#)

**1395.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Ryazimn's solution](#)

**1396.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[Ryazimn's solution](#)

**1397.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers  
[Ryazimn's solution](#)

**1398.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[Ryazimn's solution](#)

**1399.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Ryazimn's solution](#)

**1400.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory  
[Ryazimn's solution](#)

**1401.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory  
[Ryazimn's solution](#)

**1402.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Ryazimn's solution](#)

**1403.**

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**1404.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Ryazimn's solution](#)

**1405.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ryazimn's solution](#)

**1406.**

1604C

[Di-visible Confusion](#) · [Tutorial](#)

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

[Ryazimn's solution](#)

**1407.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[Ryazimn's solution](#)

**1408.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[Ryazimn's solution](#)

**1409.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Ryazimn's solution](#)

**1410.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,869 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**1411.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,824 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Ryazimn's solution](#)

**1412.**

4C

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

Quality: 108,143 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Ryazimn's solution](#)

**1413.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ryazimn's solution](#)

**1414.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Ryazimn's solution](#)

**1415.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 1400 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Ryazimn's solution](#)

**1416.**

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Ryazimn's solution](#)

**1417.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[Ryazimn's solution](#)

**1418.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[Ryazimn's solution](#)

**1419.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Ryazimn's solution](#)

**1420.**

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Ryazimn's solution](#)

**1421.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**1422.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**1423.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Ryazimn's solution](#)

**1424.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**1425.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Ryazimn's solution](#)

**1426.**

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Ryazimn's solution](#)

**1427.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Ryazimn's solution](#)

**1428.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Ryazimn's solution](#)

**1429.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Ryazimn's solution](#)

**1430.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Ryazimn's solution](#)

**1431.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**1432.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**1433.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Ryazimn's solution](#)

**1434.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Ryazimn's solution](#)

**1435.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,544 global accepts · Rating: 1400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Ryazimn's solution](#)

**1436.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Ryazimn's solution](#)

**1437.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Ryazimn's solution](#)

**1438.**

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Ryazimn's solution](#)

**1439.**

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Ryazimn's solution](#)

**1440.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[Ryazimn's solution](#)

**1441.**

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**1442.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Ryazimn's solution](#)

**1443.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)

**1444.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,942 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ryazimn's solution](#)

**1445.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Ryazimn's solution](#)

**1446.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**1447.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**1448.**

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Ryazimn's solution](#)

**1449.**

1894C

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

Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Ryazimn's solution](#)

**1450.**

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[Ryazimn's solution](#)

**1451.**

1855C1

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

Rating: 1400 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**1452.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Ryazimn's solution](#)

**1453.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Ryazimn's solution](#)

**1454.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Ryazimn's solution](#)

**1455.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**1456.**

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**1457.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp

[Ryazimn's solution](#)

**1458.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Ryazimn's solution](#)

**1459.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ryazimn's solution](#)

**1460.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Ryazimn's solution](#)

**1461.**

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[Ryazimn's solution](#)

**1462.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,428 global accepts · Rating: 1400 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Ryazimn's solution](#)

**1463.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Ryazimn's solution](#)

**1464.**

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 1400 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ryazimn's solution](#)

**1465.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[Ryazimn's solution](#)

**1466.**

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Ryazimn's solution](#)

**1467.**

1800E1

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

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Ryazimn's solution](#)

**1468.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Ryazimn's solution](#)

**1469.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Ryazimn's solution](#)

**1470.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Ryazimn's solution](#)

**1471.**

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ryazimn's solution](#)

**1472.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Ryazimn's solution](#)

**1473.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Ryazimn's solution](#)

**1474.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1400 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Ryazimn's solution](#)

**1475.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1476.**

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Ryazimn's solution](#)

**1477.**

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ryazimn's solution](#)

**1478.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,610 global accepts · Rating: 1400 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**1479.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Ryazimn's solution](#)

**1480.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Ryazimn's solution](#)

**1481.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**1482.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Ryazimn's solution](#)

**1483.**

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Ryazimn's solution](#)

**1484.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ryazimn's solution](#)

**1485.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Ryazimn's solution](#)

**1486.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Ryazimn's solution](#)

**1487.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**1488.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Ryazimn's solution](#)

**1489.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ryazimn's solution](#)

**1490.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**1491.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)

**1492.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ryazimn's solution](#)

**1493.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Ryazimn's solution](#)

**1494.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Ryazimn's solution](#)

**1495.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**1496.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ryazimn's solution](#)

**1497.**

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**1498.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Ryazimn's solution](#)

**1499.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Ryazimn's solution](#)

**1500.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**1501.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Ryazimn's solution](#)

**1502.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Ryazimn's solution](#)

**1503.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Ryazimn's solution](#)

**1504.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Ryazimn's solution](#)

### 1505.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, matrices

[Ryazimn's solution](#)

### 1506.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Ryazimn's solution](#)

### 1507.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Ryazimn's solution](#)

### 1508.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ryazimn's solution](#)

### 1509.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[Ryazimn's solution](#)

### 1510.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2022-02-10 · last AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ryazimn's solution](#)

### 1511.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Ryazimn's solution](#)

### 1512.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

### 1513.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Ryazimn's solution](#)

### 1514.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Ryazimn's solution](#)

**1515.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**1516.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Ryazimn's solution](#)

**1517.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Ryazimn's solution](#)

**1518.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar

[Ryazimn's solution](#)

**1519.**

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Ryazimn's solution](#)

**1520.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Ryazimn's solution](#)

**1521.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**1522.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[Ryazimn's solution](#)

**1523.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**1524.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)

**1525.**

112C

[Petya and Inequiations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**1526.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[Ryazimn's solution](#)

**1527.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**1528.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1400 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**1529.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games

[Ryazimn's solution](#)

**1530.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Ryazimn's solution](#)

**1531.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Ryazimn's solution](#)

**1532.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**1533.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Ryazimn's solution](#)

**1534.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Ryazimn's solution](#)

**1535.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Ryazimn's solution](#)

**1536.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Ryazimn's solution](#)

**1537.**

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Ryazimn's solution](#)

**1538.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ryazimn's solution](#)

**1539.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Ryazimn's solution](#)

**1540.**

1926E

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

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Ryazimn's solution](#)

**1541.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, number theory, strings

[Ryazimn's solution](#)

**1542.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[Ryazimn's solution](#)

**1543.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Ryazimn's solution](#)

**1544.**

2169D1

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

Quality: 8,543 global accepts · Rating: 1500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[Ryazimn's solution](#)

**1545.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**1546.**

2060E

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

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Ryazimn's solution](#)

**1547.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[Ryazimn's solution](#)

**1548.**

2146D1

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

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Ryazimn's solution](#)

**1549.**

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Ryazimn's solution](#)

**1550.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Ryazimn's solution](#)

**1551.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Ryazimn's solution](#)

**1552.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics

[Ryazimn's solution](#)

**1553.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ryazimn's solution](#)

**1554.**

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Ryazimn's solution](#)

**1555.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Ryazimn's solution](#)

**1556.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, math

[Ryazimn's solution](#)

**1557.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1558.**

2069C

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

Quality: 14,821 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Ryazimn's solution](#)

**1559.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Ryazimn's solution](#)

**1560.**

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Ryazimn's solution](#)

**1561.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Ryazimn's solution](#)

**1562.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,962 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ryazimn's solution](#)

**1563.**

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Ryazimn's solution](#)

**1564.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Ryazimn's solution](#)

**1565.**

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**1566.**

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[Ryazimn's solution](#)

**1567.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Ryazimn's solution](#)

**1568.**

1366C

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Quality: 14,260 global accepts · Rating: 1500 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**1569.**

1883D

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Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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**1570.**

1409D

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Quality: 21,390 global accepts · Rating: 1500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**1571.**

839C

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Quality: 20,096 global accepts · Rating: 1500 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

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**1572.**

1372C

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Quality: 19,091 global accepts · Rating: 1500 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1573.**

1898B

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Quality: 14,611 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**1574.**

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**1575.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**1576.**

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, math, strings

[Ryazimn's solution](#)

**1577.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[Ryazimn's solution](#)

**1578.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Ryazimn's solution](#)

**1579.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

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**1580.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Ryazimn's solution](#)

**1581.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Ryazimn's solution](#)

**1582.**

166C

[Median](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Ryazimn's solution](#)

**1583.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**1584.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Ryazimn's solution](#)

**1585.**

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**1586.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[Ryazimn's solution](#)

**1587.**

1857E

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Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Ryazimn's solution](#)

**1588.**

276C

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

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Ryazimn's solution](#)

**1589.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Ryazimn's solution](#)

**1590.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**1591.**

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Ryazimn's solution](#)

**1592.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Ryazimn's solution](#)

**1593.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Ryazimn's solution](#)

**1594.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Ryazimn's solution](#)

**1595.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**1596.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Ryazimn's solution](#)

**1597.**

1631C

[And Matching](#) · [Tutorial](#)

Quality: 1500 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Ryazimn's solution](#)

**1598.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Ryazimn's solution](#)

**1599.**

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Ryazimn's solution](#)

**1600.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Ryazimn's solution](#)

**1601.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Ryazimn's solution](#)

**1602.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Ryazimn's solution](#)

**1603.**

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Ryazimn's solution](#)

**1604.**

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**1605.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Ryazimn's solution](#)

**1606.**

1546C

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

Quality: 1500 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Ryazimn's solution](#)

**1607.**

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[Ryazimn's solution](#)

**1608.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[Ryazimn's solution](#)

**1609.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Ryazimn's solution](#)

**1610.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**1611.**

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Ryazimn's solution](#)

**1612.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**1613.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Ryazimn's solution](#)

**1614.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Ryazimn's solution](#)

**1615.**

368C

[Sereja and Algorithm](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**1616.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Ryazimn's solution](#)

**1617.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ryazimn's solution](#)**1618.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Ryazimn's solution](#)**1619.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Ryazimn's solution](#)**1620.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Ryazimn's solution](#)**1621.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[Ryazimn's solution](#)**1622.**

1744E1

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

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)**1623.**

1651C

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Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Ryazimn's solution](#)**1624.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ryazimn's solution](#)**1625.**

1389C

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Quality: 20,565 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Ryazimn's solution](#)**1626.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Ryazimn's solution](#)

**1627.**

1711C

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

Quality: 1500 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**1628.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**1629.**

1141C

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

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**1630.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**1631.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Ryazimn's solution](#)

**1632.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**1633.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**1634.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Ryazimn's solution](#)

**1635.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Ryazimn's solution](#)

**1636.**

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Ryazimn's solution](#)

**1637.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

brute force, dp, greedy, implementation, math

[Ryazimn's solution](#)

**1638.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2022-04-16 · last AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Ryazimn's solution](#)

**1639.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**1640.**

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ryazimn's solution](#)

**1641.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Ryazimn's solution](#)

**1642.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,137 global accepts · Rating: 1500 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Ryazimn's solution](#)

**1643.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**1644.**

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)

**1645.**

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ryazimn's solution](#)

**1646.**

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Ryazimn's solution](#)

**1647.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ryazimn's solution](#)

**1648.**

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**1649.**

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, two pointers

[Ryazimn's solution](#)

**1650.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Ryazimn's solution](#)

**1651.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Ryazimn's solution](#)

**1652.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1653.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,462 global accepts · Rating: 1500 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Ryazimn's solution](#)

**1654.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**1655.**

230C

[Shifts](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Ryazimn's solution](#)

**1656.**

977E

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

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**1657.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Ryazimn's solution](#)

**1658.**

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**1659.**

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**1660.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,868 global accepts · Rating: 1500 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

**1661.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Ryazimn's solution](#)

**1662.**

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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**1663.**

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

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**1664.**

1569C

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**1665.**

580B

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Quality: 31,924 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

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**1666.**

1611D

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**1667.**

50B

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**1668.**

231B

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**1669.**

282B

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**1670.**

707C

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**1671.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

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**1672.**

455A

[Boredom](#) · [Tutorial](#)

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**1673.**

550A

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**1674.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory  
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**1675.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[Ryazimn's solution](#)

**1676.**

2182D

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Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math  
[Ryazimn's solution](#)

**1677.**

2046B

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**1678.**

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings

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**1679.**

1468K

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[Ryazimn's solution](#)

**1680.**

298D

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Rating: 1600 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ryazimn's solution](#)

**1681.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1682.**

1288C

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Quality: 15,274 global accepts · Rating: 1600 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

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**1683.**

2059C

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Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Ryazimn's solution](#)

**1684.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**1685.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, math

[Ryazimn's solution](#)

**1686.**

1251C

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Quality: 14,336 global accepts · Rating: 1600 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

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**1687.**

1542C

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Quality: 16,182 global accepts · Rating: 1600 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**1688.**

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Ryazimn's solution](#)

**1689.**

1555D

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dp, strings

[Ryazimn's solution](#)

**1690.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ryazimn's solution](#)

**1691.**

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ryazimn's solution](#)

**1692.**

2004D

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Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Ryazimn's solution](#)

**1693.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

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**1694.**

538C

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Quality: 6,140 global accepts · Rating: 1600 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

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**1695.**

1917C

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Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Ryazimn's solution](#)

**1696.**

1994C

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Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Ryazimn's solution](#)

**1697.**

1175B

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Quality: 12,432 global accepts · Rating: 1600 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

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**1698.**

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Ryazimn's solution](#)

**1699.**

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees  
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### 1700.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Ryazimn's solution](#)

### 1701.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

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### 1702.

1754D

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Rating: 1600 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Ryazimn's solution](#)

### 1703.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Ryazimn's solution](#)

### 1704.

353C

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Quality: 5,263 global accepts · Rating: 1600 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Ryazimn's solution](#)

### 1705.

1976C

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Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

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### 1706.

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

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### 1707.

1B

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### 1708.

1957C

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Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ryazimn's solution](#)

### 1709.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

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**1710.**

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Ryazimn's solution](#)**1711.**

381C

[Sereja and Prefixes · Tutorial](#)

Rating: 1600 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Ryazimn's solution](#)**1712.**

1138D

[Camp Schedule · Tutorial](#)

Rating: 1600 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Ryazimn's solution](#)**1713.**

1138C

[Skyscrapers · Tutorial](#)

Rating: 1600 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Ryazimn's solution](#)**1714.**

1604D

[Moderate Modular Mode · Tutorial](#)

Rating: 1600 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)**1715.**

447C

[DZY Loves Sequences · Tutorial](#)

Rating: 1600 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryazimn's solution](#)**1716.**

832B

[Petya and Exam · Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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375B

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Quality: 5,430 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, sortings

[Ryazimn's solution](#)**1718.**

1875D

[Jellyfish and Mex · Tutorial](#)

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryazimn's solution](#)**1719.**

375A

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Quality: 5,343 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)**1720.**

372A

[Counting Kangaroos is Fun · Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two

pointers

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**1721.**

371C

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Quality: 34,501 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[Ryazimn's solution](#)

**1722.**

682C

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Quality: 8,082 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

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**1723.**

246D

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**1724.**

246C

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Quality: 2,830 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Ryazimn's solution](#)

**1725.**

659E

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Quality: 7,991 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Ryazimn's solution](#)

**1726.**

1748C

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Quality: 13,008 global accepts · Rating: 1600 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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**1727.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

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**1728.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation

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**1729.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

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**1730.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**1731.**

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: math

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**1732.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Ryazimn's solution](#)

**1733.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ryazimn's solution](#)

**1734.**

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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**1735.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1736.**

1486C1

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Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

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**1737.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[Ryazimn's solution](#)

**1738.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**1739.**

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ryazimn's solution](#)

**1740.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Ryazimn's solution](#)

**1741.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Ryazimn's solution](#)

**1742.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Ryazimn's solution](#)

**1743.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ryazimn's solution](#)

**1744.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Ryazimn's solution](#)

**1745.**

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ryazimn's solution](#)

**1746.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Ryazimn's solution](#)

**1747.**

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ryazimn's solution](#)

**1748.**

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ryazimn's solution](#)

**1749.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[Ryazimn's solution](#)

**1750.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ryazimn's solution](#)

**1751.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**1752.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Ryazimn's solution](#)

**1753.**

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**1754.**

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

**1755.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ryazimn's solution](#)

**1756.**

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Ryazimn's solution](#)

**1757.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Ryazimn's solution](#)

**1758.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ryazimn's solution](#)

**1759.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ryazimn's solution](#)

**1760.**

1520F1

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

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Ryazimn's solution](#)

**1761.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**1762.**

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and

similar, greedy, implementation, trees

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**1763.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**1764.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Ryazimn's solution](#)

**1765.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Ryazimn's solution](#)

**1766.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Ryazimn's solution](#)

**1767.**

1514C

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

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Ryazimn's solution](#)

**1768.**

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Ryazimn's solution](#)

**1769.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Ryazimn's solution](#)

**1770.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Ryazimn's solution](#)

**1771.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Ryazimn's solution](#)

**1772.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 1600 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Ryazimn's solution](#)

**1773.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Ryazimn's solution](#)

**1774.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**1775.**

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Ryazimn's solution](#)

**1776.**

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**1777.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Ryazimn's solution](#)

**1778.**

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Ryazimn's solution](#)

**1779.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Ryazimn's solution](#)

**1780.**

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Ryazimn's solution](#)

**1781.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Ryazimn's solution](#)

**1782.**

1113C

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

Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**1783.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, number theory

[Ryazimn's solution](#)

**1784.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Ryazimn's solution](#)

**1785.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Ryazimn's solution](#)

**1786.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**1787.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Ryazimn's solution](#)

**1788.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

**1789.**

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ryazimn's solution](#)

**1790.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Ryazimn's solution](#)

**1791.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Ryazimn's solution](#)

**1792.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Ryazimn's solution](#)

**1793.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1794.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**1795.**

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Ryazimn's solution](#)

**1796.**

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing

[Ryazimn's solution](#)

**1797.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**1798.**

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Ryazimn's solution](#)

**1799.**

1985H1

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

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Ryazimn's solution](#)

**1800.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Ryazimn's solution](#)

**1801.**

2206J

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

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Ryazimn's solution](#)

**1802.**

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[Ryazimn's solution](#)

**1803.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[Ryazimn's solution](#)

**1804.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Ryazimn's solution](#)

**1805.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ryazimn's solution](#)

**1806.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Ryazimn's solution](#)

**1807.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Ryazimn's solution](#)

**1808.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Ryazimn's solution](#)

**1809.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**1810.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Ryazimn's solution](#)

**1811.**

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Ryazimn's solution](#)

**1812.**

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Ryazimn's solution](#)

**1813.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Ryazimn's solution](#)

**1814.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ryazimn's solution](#)

**1815.**

1467B

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

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**1816.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**1817.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

**1818.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, hashing, number theory

[Ryazimn's solution](#)

**1819.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[Ryazimn's solution](#)

**1820.**

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**1821.**

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Ryazimn's solution](#)

**1822.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Ryazimn's solution](#)

**1823.**

632C

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

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[Ryazimn's solution](#)

**1824.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Ryazimn's solution](#)

**1825.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[Ryazimn's solution](#)

**1826.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, strings

[Ryazimn's solution](#)

**1827.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ryazimn's solution](#)

**1828.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Ryazimn's solution](#)

**1829.**

2027D1

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

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

[Ryazimn's solution](#)

**1830.**

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Ryazimn's solution](#)

**1831.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[Ryazimn's solution](#)

**1832.**

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Ryazimn's solution](#)

**1833.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Ryazimn's solution](#)

**1834.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Ryazimn's solution](#)

**1835.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 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

[Ryazimn's solution](#)

**1836.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Ryazimn's solution](#)

**1837.**

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Ryazimn's solution](#)

**1838.**

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Ryazimn's solution](#)

**1839.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Ryazimn's solution](#)

**1840.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Ryazimn's solution](#)

**1841.**

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**1842.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Ryazimn's solution](#)

**1843.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Ryazimn's solution](#)

**1844.**

1694D

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

Rating: 1700 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ryazimn's solution](#)

**1845.**

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Ryazimn's solution](#)

**1846.**

1869D1

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

Rating: 1700 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Ryazimn's solution](#)

**1847.**

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Ryazimn's solution](#)

**1848.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Ryazimn's solution](#)

**1849.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ryazimn's solution](#)

**1850.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Ryazimn's solution](#)

**1851.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,921 global accepts · Rating: 1700 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Ryazimn's solution](#)

**1852.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Ryazimn's solution](#)

**1853.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

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**1854.**

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Ryazimn's solution](#)

**1855.**

1937C

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

Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Ryazimn's solution](#)

**1856.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Ryazimn's solution](#)

**1857.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Ryazimn's solution](#)

**1858.**

1144F

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

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Ryazimn's solution](#)

**1859.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ryazimn's solution](#)

**1860.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Ryazimn's solution](#)

**1861.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,659 global accepts · Rating: 1700 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Ryazimn's solution](#)

**1862.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,488 global accepts · Rating: 1700 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Ryazimn's solution](#)

**1863.**

1611E1

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

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Ryazimn's solution](#)

**1864.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two

pointers

[Ryazimn's solution](#)

**1865.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ryazimn's solution](#)

**1866.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Ryazimn's solution](#)

**1867.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Ryazimn's solution](#)

**1868.**

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Ryazimn's solution](#)

**1869.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Ryazimn's solution](#)

**1870.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Ryazimn's solution](#)

**1871.**

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings

[Ryazimn's solution](#)

**1872.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Ryazimn's solution](#)

**1873.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Ryazimn's solution](#)

**1874.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Ryazimn's solution](#)

**1875.**

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Ryazimn's solution](#)

**1876.**

276D

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

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Ryazimn's solution](#)

**1877.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Ryazimn's solution](#)

**1878.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1879.**

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[Ryazimn's solution](#)

**1880.**

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**1881.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ryazimn's solution](#)

**1882.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**1883.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[Ryazimn's solution](#)

**1884.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Ryazimn's solution](#)

**1885.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,799 global accepts · Rating: 1700 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[Ryazimn's solution](#)

**1886.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[Ryazimn's solution](#)

**1887.**

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers  
[Ryazimn's solution](#)

**1888.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sorting, two pointers  
[Ryazimn's solution](#)

**1889.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings  
[Ryazimn's solution](#)

**1890.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[Ryazimn's solution](#)

**1891.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory  
[Ryazimn's solution](#)

**1892.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation  
[Ryazimn's solution](#)

**1893.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[Ryazimn's solution](#)

**1894.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities  
[Ryazimn's solution](#)

**1895.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Ryazimn's solution](#)

**1896.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Ryazimn's solution](#)

**1897.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ryazimn's solution](#)

**1898.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Ryazimn's solution](#)

**1899.**

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Ryazimn's solution](#)

**1900.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Ryazimn's solution](#)

**1901.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Ryazimn's solution](#)

**1902.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[Ryazimn's solution](#)

**1903.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Ryazimn's solution](#)

**1904.**

339D

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

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Ryazimn's solution](#)

**1905.**

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Ryazimn's solution](#)**1906.**

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ryazimn's solution](#)**1907.**

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Ryazimn's solution](#)**1908.**

560D

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

Rating: 1700 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Ryazimn's solution](#)**1909.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Ryazimn's solution](#)**1910.**

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Ryazimn's solution](#)**1911.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Ryazimn's solution](#)**1912.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Ryazimn's solution](#)**1913.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Ryazimn's solution](#)**1914.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Ryazimn's solution](#)

**1915.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Ryazimn's solution](#)

**1916.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Ryazimn's solution](#)

**1917.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**1918.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[Ryazimn's solution](#)

**1919.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ryazimn's solution](#)

**1920.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[Ryazimn's solution](#)

**1921.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Ryazimn's solution](#)

**1922.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Ryazimn's solution](#)

**1923.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Ryazimn's solution](#)

**1924.**

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[Ryazimn's solution](#)

**1925.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**1926.**

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Ryazimn's solution](#)

**1927.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Ryazimn's solution](#)

**1928.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ryazimn's solution](#)

**1929.**

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ryazimn's solution](#)

**1930.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Ryazimn's solution](#)

**1931.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Ryazimn's solution](#)

**1932.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ryazimn's solution](#)

**1933.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**1934.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[Ryazimn's solution](#)

**1935.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ryazimn's solution](#)

**1936.**

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ryazimn's solution](#)

**1937.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Ryazimn's solution](#)

**1938.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

**1939.**

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Ryazimn's solution](#)

**1940.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**1941.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Ryazimn's solution](#)

**1942.**

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**1943.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[Ryazimn's solution](#)

**1944.**

224C

[Bracket Sequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**1945.**

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[Ryazimn's solution](#)

**1946.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings  
[Ryazimn's solution](#)

**1947.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers  
[Ryazimn's solution](#)

**1948.**

1621C

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

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

**1949.**

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[Ryazimn's solution](#)

**1950.**

2211C2

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

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy  
[Ryazimn's solution](#)

**1951.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[Ryazimn's solution](#)

**1952.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[Ryazimn's solution](#)

**1953.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory  
[Ryazimn's solution](#)

**1954.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory  
[Ryazimn's solution](#)

**1955.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Ryazimn's solution](#)

**1956.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Ryazimn's solution](#)

**1957.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ryazimn's solution](#)

**1958.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Ryazimn's solution](#)

**1959.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math, number theory

[Ryazimn's solution](#)

**1960.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Ryazimn's solution](#)

**1961.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

**1962.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

**1963.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Ryazimn's solution](#)

**1964.**

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Ryazimn's solution](#)

**1965.**

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Ryazimn's solution](#)

**1966.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Ryazimn's solution](#)

**1967.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Ryazimn's solution](#)

**1968.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ryazimn's solution](#)

**1969.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**1970.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Ryazimn's solution](#)

**1971.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ryazimn's solution](#)

**1972.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Ryazimn's solution](#)

**1973.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Ryazimn's solution](#)

**1974.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,411 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ryazimn's solution](#)

### 1975.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Ryazimn's solution](#)

### 1976.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[Ryazimn's solution](#)

### 1977.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ryazimn's solution](#)

### 1978.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Ryazimn's solution](#)

### 1979.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2022-10-10 · last AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Ryazimn's solution](#)

### 1980.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[Ryazimn's solution](#)

### 1981.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Ryazimn's solution](#)

### 1982.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Ryazimn's solution](#)

### 1983.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Ryazimn's solution](#)

### 1984.

1462F

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

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[Ryazimn's solution](#)

**1985.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Ryazimn's solution](#)

**1986.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,042 global accepts · Rating: 1800 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[Ryazimn's solution](#)

**1987.**

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**1988.**

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Ryazimn's solution](#)

**1989.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Ryazimn's solution](#)

**1990.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1800 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)

**1991.**

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[Ryazimn's solution](#)

**1992.**

706D

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

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Ryazimn's solution](#)

**1993.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Ryazimn's solution](#)

**1994.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Ryazimn's solution](#)

**1995.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[Ryazimn's solution](#)

**1996.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**1997.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

**1998.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Ryazimn's solution](#)

**1999.**

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Ryazimn's solution](#)

**2000.**

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Ryazimn's solution](#)

**2001.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Ryazimn's solution](#)

**2002.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Ryazimn's solution](#)

**2003.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Ryazimn's solution](#)

**2004.**

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[Ryazimn's solution](#)

## 2005.

263D

### [Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Ryazimn's solution](#)

## 2006.

1300D

### [Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Ryazimn's solution](#)

## 2007.

371D

### [Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Ryazimn's solution](#)

## 2008.

794C

### [Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Ryazimn's solution](#)

## 2009.

222C

### [Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory, sortings

[Ryazimn's solution](#)

## 2010.

1191D

### [Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Ryazimn's solution](#)

## 2011.

1572A

### [Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Ryazimn's solution](#)

## 2012.

1870D

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

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Ryazimn's solution](#)

## 2013.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[Ryazimn's solution](#)

## 2014.

1077E

### [Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

## 2015.

988D

### [Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Ryazimn's solution](#)

## 2016.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Ryazimn's solution](#)

## 2017.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Ryazimn's solution](#)

## 2018.

459D

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

Quality: 12,807 global accepts · Rating: 1800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Ryazimn's solution](#)

## 2019.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Ryazimn's solution](#)

## 2020.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[Ryazimn's solution](#)

## 2021.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Ryazimn's solution](#)

## 2022.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Ryazimn's solution](#)

## 2023.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ryazimn's solution](#)

## 2024.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Ryazimn's solution](#)

## 2025.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Ryazimn's solution](#)

## 2026.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

## 2027.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Ryazimn's solution](#)

## 2028.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Ryazimn's solution](#)

## 2029.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ryazimn's solution](#)

## 2030.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Ryazimn's solution](#)

## 2031.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[Ryazimn's solution](#)

## 2032.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Ryazimn's solution](#)

## 2033.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Ryazimn's solution](#)

## 2034.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

## 2035.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ryazimn's solution](#)

**2036.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Ryazimn's solution](#)

**2037.**

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ryazimn's solution](#)

**2038.**

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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**2039.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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**2040.**

1793D

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Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

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**2041.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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**2042.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

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**2043.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ryazimn's solution](#)

**2044.**

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[Ryazimn's solution](#)

**2045.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ryazimn's solution](#)

**2046.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[Ryazimn's solution](#)

**2047.**

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

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**2048.**

1750D

[Count GCD](#) · [Tutorial](#)

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**2049.**

1759F

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Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Ryazimn's solution](#)

**2050.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**2051.**

1729E

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Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[Ryazimn's solution](#)

**2052.**

1635D

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**2053.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Ryazimn's solution](#)

**2054.**

146D

[Lucky Number 2](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Ryazimn's solution](#)

**2055.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Ryazimn's solution](#)

**2056.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[Ryazimn's solution](#)

**2057.**

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive  
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**2058.**

2211D

[AND-array](#) · [Tutorial](#)

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[Ryazimn's solution](#)

**2059.**

1926G

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Quality: 4,536 global accepts · Rating: 1900 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees  
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**2060.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings  
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**2061.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory  
[Ryazimn's solution](#)

**2062.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings  
[Ryazimn's solution](#)

**2063.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings  
[Ryazimn's solution](#)

**2064.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings  
[Ryazimn's solution](#)

**2065.**

2154D

[Catshock](#) · [Tutorial](#)

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

**2066.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees

[Ryazimn's solution](#)**2067.**

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Ryazimn's solution](#)**2068.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[Ryazimn's solution](#)**2069.**

2148G

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Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Ryazimn's solution](#)**2070.**

2137F

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

Quality: 4,060 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Ryazimn's solution](#)**2071.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)**2072.**

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Ryazimn's solution](#)**2074.**

1436D

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Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Ryazimn's solution](#)**2075.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

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**2076.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

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[Ryazimn's solution](#)

**2077.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Ryazimn's solution](#)

**2078.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

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**2079.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

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**2080.**

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2081.**

2093G

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Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Ryazimn's solution](#)

**2082.**

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ryazimn's solution](#)

**2083.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Ryazimn's solution](#)

**2084.**

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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**2085.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Ryazimn's solution](#)

**2086.**

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Ryazimn's solution](#)

**2087.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Ryazimn's solution](#)

**2088.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Ryazimn's solution](#)

**2089.**

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

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**2090.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

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**2091.**

731F

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**2092.**

2014H

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Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

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**2093.**

2013D

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

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**2094.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Ryazimn's solution](#)

**2095.**

357D

[Xenia and Hamming](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Ryazimn's solution](#)

**2096.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

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**2097.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Ryazimn's solution](#)

**2098.**

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Ryazimn's solution](#)

**2099.**

569D

[Symmetric and Transitive](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Ryazimn's solution](#)

**2100.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Ryazimn's solution](#)

**2101.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Ryazimn's solution](#)

**2102.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**2103.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Ryazimn's solution](#)

**2104.**

686D

[Kay and Snowflake](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Ryazimn's solution](#)

**2105.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**2106.**

1591D

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

Rating: 1900 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Ryazimn's solution](#)

**2107.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ryazimn's solution](#)

**2108.**

1478E

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

Rating: 1900 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ryazimn's solution](#)

**2109.**

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[Ryazimn's solution](#)

**2110.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

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**2111.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**2112.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

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**2113.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Ryazimn's solution](#)

**2114.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Ryazimn's solution](#)

**2115.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**2116.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, strings

[Ryazimn's solution](#)

**2117.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Ryazimn's solution](#)

**2118.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[Ryazimn's solution](#)

**2119.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Ryazimn's solution](#)

**2120.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ryazimn's solution](#)

**2121.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Ryazimn's solution](#)

**2122.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**2123.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Ryazimn's solution](#)

**2124.**

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, sortings

[Ryazimn's solution](#)

**2125.**

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[Ryazimn's solution](#)

**2126.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Ryazimn's solution](#)

## 2127.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Ryazimn's solution](#)

## 2128.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ryazimn's solution](#)

## 2129.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

## 2130.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Ryazimn's solution](#)

## 2131.

1509D

[Binary Literature](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Ryazimn's solution](#)

## 2132.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ryazimn's solution](#)

## 2133.

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

[Ryazimn's solution](#)

## 2134.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Ryazimn's solution](#)

## 2135.

1174D

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

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ryazimn's solution](#)

## 2136.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Ryazimn's solution](#)

## 2137.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Ryazimn's solution](#)

**2138.**

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ryazimn's solution](#)

**2139.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Ryazimn's solution](#)

**2140.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**2141.**

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Ryazimn's solution](#)

**2142.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**2143.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Ryazimn's solution](#)

**2144.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Ryazimn's solution](#)

**2145.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,720 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Ryazimn's solution](#)

**2146.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[Ryazimn's solution](#)

**2147.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Ryazimn's solution](#)

**2148.**

1878F

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

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)

**2149.**

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Ryazimn's solution](#)

**2150.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Ryazimn's solution](#)

**2151.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Ryazimn's solution](#)

**2152.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees

[Ryazimn's solution](#)

**2153.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Ryazimn's solution](#)

**2154.**

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Ryazimn's solution](#)

**2155.**

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Ryazimn's solution](#)

**2156.**

373D

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

Rating: 1900 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**2157.**

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Ryazimn's solution](#)

**2158.**

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Ryazimn's solution](#)

**2159.**

224D

[Two Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Ryazimn's solution](#)

**2160.**

1649E

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

Rating: 1900 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Ryazimn's solution](#)

**2161.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory, strings

[Ryazimn's solution](#)

**2162.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ryazimn's solution](#)

**2163.**

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, two pointers

[Ryazimn's solution](#)

**2164.**

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Ryazimn's solution](#)

**2165.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ryazimn's solution](#)

**2166.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Ryazimn's solution](#)

**2167.**

1367E

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

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Ryazimn's solution](#)

**2168.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Ryazimn's solution](#)

**2169.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Ryazimn's solution](#)

**2170.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Ryazimn's solution](#)

**2171.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Ryazimn's solution](#)

**2172.**

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**2173.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[Ryazimn's solution](#)

**2174.**

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ryazimn's solution](#)

**2175.**

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Ryazimn's solution](#)

**2176.**

1133F2

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

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Ryazimn's solution](#)

**2177.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**2178.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Ryazimn's solution](#)

## 2179.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Ryazimn's solution](#)

## 2180.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Ryazimn's solution](#)

## 2181.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Ryazimn's solution](#)

## 2182.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Ryazimn's solution](#)

## 2183.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Ryazimn's solution](#)

## 2184.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[Ryazimn's solution](#)

## 2185.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Ryazimn's solution](#)

## 2186.

1855C2

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

Rating: 1900 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ryazimn's solution](#)

## 2187.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Ryazimn's solution](#)

## 2188.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Ryazimn's solution](#)

**2189.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**2190.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Ryazimn's solution](#)

**2191.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Ryazimn's solution](#)

**2192.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Ryazimn's solution](#)

**2193.**

1714F

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

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Ryazimn's solution](#)

**2194.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**2195.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Ryazimn's solution](#)

**2196.**

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[Ryazimn's solution](#)

**2197.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Ryazimn's solution](#)

**2198.**

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Ryazimn's solution](#)

**2199.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Ryazimn's solution](#)

**2200.**

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Ryazimn's solution](#)

**2201.**

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Ryazimn's solution](#)

**2202.**

1092F

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

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Ryazimn's solution](#)

**2203.**

1546D

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

Rating: 1900 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ryazimn's solution](#)

**2204.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Ryazimn's solution](#)

**2205.**

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[Ryazimn's solution](#)

**2206.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Ryazimn's solution](#)

**2207.**

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Ryazimn's solution](#)

**2208.**

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[Ryazimn's solution](#)

**2209.**

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Ryazimn's solution](#)

**2210.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[Ryazimn's solution](#)

**2211.**

1547F

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

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers  
[Ryazimn's solution](#)

**2212.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[Ryazimn's solution](#)

**2213.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy  
[Ryazimn's solution](#)

**2214.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Ryazimn's solution](#)

**2215.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings  
[Ryazimn's solution](#)

**2216.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[Ryazimn's solution](#)

**2217.**

1651D

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

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths  
[Ryazimn's solution](#)

**2218.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Ryazimn's solution](#)

**2219.**

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[Ryazimn's solution](#)

**2220.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Ryazimn's solution](#)

**2221.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[Ryazimn's solution](#)

**2222.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Ryazimn's solution](#)

**2223.**

1702G1

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

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Ryazimn's solution](#)

**2224.**

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**2225.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ryazimn's solution](#)

**2226.**

112D

[Petya and Divisors](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Ryazimn's solution](#)

**2227.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1900 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Ryazimn's solution](#)

**2228.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Ryazimn's solution](#)

**2229.**

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Ryazimn's solution](#)

**2230.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Ryazimn's solution](#)

**2231.**

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Ryazimn's solution](#)

**2232.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Ryazimn's solution](#)

**2233.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**2234.**

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Ryazimn's solution](#)

**2235.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Ryazimn's solution](#)

**2236.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Ryazimn's solution](#)

**2237.**

2154C2

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

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

[Ryazimn's solution](#)

**2238.**

2146D2

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

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

[Ryazimn's solution](#)

**2239.**

2140D

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

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy,

sortings

[Ryazimn's solution](#)

**2240.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Ryazimn's solution](#)

**2241.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Ryazimn's solution](#)

**2242.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Ryazimn's solution](#)

**2243.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Ryazimn's solution](#)

**2244.**

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[Ryazimn's solution](#)

**2245.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Ryazimn's solution](#)

**2246.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Ryazimn's solution](#)

**2247.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Ryazimn's solution](#)

**2248.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Ryazimn's solution](#)

**2249.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[Ryazimn's solution](#)

**2250.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Ryazimn's solution](#)

**2251.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Ryazimn's solution](#)

**2252.**

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Ryazimn's solution](#)

**2253.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Ryazimn's solution](#)

**2254.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Ryazimn's solution](#)

**2255.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ryazimn's solution](#)

**2256.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**2257.**

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Ryazimn's solution](#)

**2258.**

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games

[Ryazimn's solution](#)

**2259.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[Ryazimn's solution](#)

**2260.**

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[Ryazimn's solution](#)

**2261.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings  
[Ryazimn's solution](#)

**2262.**

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Ryazimn's solution](#)

**2263.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[Ryazimn's solution](#)

**2264.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers  
[Ryazimn's solution](#)

**2265.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[Ryazimn's solution](#)

**2266.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees  
[Ryazimn's solution](#)

**2267.**

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[Ryazimn's solution](#)

**2268.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[Ryazimn's solution](#)

**2269.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows  
[Ryazimn's solution](#)

**2270.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Ryazimn's solution](#)

**2271.**

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Ryazimn's solution](#)

**2272.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Ryazimn's solution](#)

**2273.**

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Ryazimn's solution](#)

**2274.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Ryazimn's solution](#)

**2275.**

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ryazimn's solution](#)

**2276.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, hashing, strings

[Ryazimn's solution](#)

**2277.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Ryazimn's solution](#)

**2278.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Ryazimn's solution](#)

**2279.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Ryazimn's solution](#)

**2280.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Ryazimn's solution](#)

**2281.**

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Ryazimn's solution](#)

**2282.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Ryazimn's solution](#)

**2283.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ryazimn's solution](#)

**2284.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures

[Ryazimn's solution](#)

**2285.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Ryazimn's solution](#)

**2286.**

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Ryazimn's solution](#)

**2287.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Ryazimn's solution](#)

**2288.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[Ryazimn's solution](#)

**2289.**

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Ryazimn's solution](#)

**2290.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation,

math, string suffix structures, strings

[Ryazimn's solution](#)

**2291.**

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers

[Ryazimn's solution](#)

**2292.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Ryazimn's solution](#)

**2293.**

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**2294.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Ryazimn's solution](#)

**2295.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Ryazimn's solution](#)

**2296.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[Ryazimn's solution](#)

**2297.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Ryazimn's solution](#)

**2298.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**2299.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Ryazimn's solution](#)

**2300.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Ryazimn's solution](#)

**2301.**

1674E

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

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Ryazimn's solution](#)

**2302.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Ryazimn's solution](#)

**2303.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Ryazimn's solution](#)

**2304.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Ryazimn's solution](#)

**2305.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Ryazimn's solution](#)

**2306.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Ryazimn's solution](#)

**2307.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Ryazimn's solution](#)

**2308.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Ryazimn's solution](#)

**2309.**

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**2310.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Ryazimn's solution](#)

**2311.**

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Ryazimn's solution](#)

**2312.**

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Ryazimn's solution](#)

**2313.**

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Ryazimn's solution](#)

**2314.**

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[Ryazimn's solution](#)

**2315.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Ryazimn's solution](#)

**2316.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Ryazimn's solution](#)

**2317.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ryazimn's solution](#)

**2318.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Ryazimn's solution](#)

**2319.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Ryazimn's solution](#)

**2320.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Ryazimn's solution](#)

**2321.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Ryazimn's solution](#)

**2322.**

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[Ryazimn's solution](#)

**2323.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

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**2324.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search

[Ryazimn's solution](#)

**2325.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Ryazimn's solution](#)

**2326.**

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Ryazimn's solution](#)

**2327.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Ryazimn's solution](#)

**2328.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**2329.**

1894E

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

Rating: 2000 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Ryazimn's solution](#)

**2330.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ryazimn's solution](#)

**2331.**

1092E

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

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ryazimn's solution](#)

**2332.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Ryazimn's solution](#)

**2333.**

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Ryazimn's solution](#)

**2334.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ryazimn's solution](#)

**2335.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Ryazimn's solution](#)

**2336.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Ryazimn's solution](#)

**2337.**

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[Ryazimn's solution](#)

**2338.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ryazimn's solution](#)

**2339.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ryazimn's solution](#)

**2340.**

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**2341.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Ryazimn's solution](#)

**2342.**

381E

[Sereja and Brackets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**2343.**

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Ryazimn's solution](#)

**2344.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

**2345.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Ryazimn's solution](#)

**2346.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[Ryazimn's solution](#)

**2347.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[Ryazimn's solution](#)

**2348.**

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[Ryazimn's solution](#)

**2349.**

447D

[DZY Loves Modification](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Ryazimn's solution](#)

**2350.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ryazimn's solution](#)

**2351.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Ryazimn's solution](#)

### 2352.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Ryazimn's solution](#)

### 2353.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Ryazimn's solution](#)

### 2354.

1702G2

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

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Ryazimn's solution](#)

### 2355.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[Ryazimn's solution](#)

### 2356.

1191F

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Ryazimn's solution](#)

### 2357.

572D

[Minimization](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Ryazimn's solution](#)

### 2358.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Ryazimn's solution](#)

### 2359.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Ryazimn's solution](#)

### 2360.

1589D

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

Rating: 2000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[Ryazimn's solution](#)

### 2361.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Ryazimn's solution](#)

**2362.**

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Ryazimn's solution](#)

**2363.**

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryazimn's solution](#)

**2364.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Ryazimn's solution](#)

**2365.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Ryazimn's solution](#)

**2366.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Ryazimn's solution](#)

**2367.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ryazimn's solution](#)

**2368.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**2369.**

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math

[Ryazimn's solution](#)

**2370.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[Ryazimn's solution](#)

**2371.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Ryazimn's solution](#)

**2372.**

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

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**2373.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Ryazimn's solution](#)

**2374.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Ryazimn's solution](#)

**2375.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ryazimn's solution](#)

**2376.**

1294F

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

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ryazimn's solution](#)

**2377.**

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ryazimn's solution](#)

**2378.**

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ryazimn's solution](#)

**2379.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Ryazimn's solution](#)

**2380.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Ryazimn's solution](#)

**2381.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ryazimn's solution](#)

**2382.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths  
[Ryazimn's solution](#)

**2383.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[Ryazimn's solution](#)

**2384.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2022-06-17 · last AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy  
[Ryazimn's solution](#)

**2385.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings  
[Ryazimn's solution](#)

**2386.**

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[Ryazimn's solution](#)

**2387.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings  
[Ryazimn's solution](#)

**2388.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings  
[Ryazimn's solution](#)

**2389.**

451D

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

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Ryazimn's solution](#)

**2390.**

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees  
[Ryazimn's solution](#)

**2391.**

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp  
[Ryazimn's solution](#)

**2392.**

2169D2

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

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Ryazimn's solution](#)

**2393.**

2149G

[Buratsuta 3 · Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Ryazimn's solution](#)

**2394.**

2115B

[Gellyfish and Camellia Japonica · Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Ryazimn's solution](#)

**2395.**

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Ryazimn's solution](#)

**2396.**

2046C

[Adventurers · Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Ryazimn's solution](#)

**2397.**

2124E

[Make it Zero · Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**2398.**

2123G

[Modular Sorting · Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Ryazimn's solution](#)

**2399.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Ryazimn's solution](#)

**2400.**

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Ryazimn's solution](#)

**2401.**

837D

[Round Subset · Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Ryazimn's solution](#)

**2402.**

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Ryazimn's solution](#)

**2403.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Ryazimn's solution](#)

**2404.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Ryazimn's solution](#)

**2405.**

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Ryazimn's solution](#)

**2406.**

748E

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

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Ryazimn's solution](#)

**2407.**

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**2408.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**2409.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Ryazimn's solution](#)

**2410.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Ryazimn's solution](#)

**2411.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)

**2412.**

2044H

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

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Ryazimn's solution](#)

**2413.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Ryazimn's solution](#)

**2414.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Ryazimn's solution](#)

**2415.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ryazimn's solution](#)

**2416.**

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Ryazimn's solution](#)

**2417.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[Ryazimn's solution](#)

**2418.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Ryazimn's solution](#)

**2419.**

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Ryazimn's solution](#)

**2420.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Ryazimn's solution](#)

**2421.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Ryazimn's solution](#)

**2422.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Ryazimn's solution](#)

**2423.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Ryazimn's solution](#)

**2424.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Ryazimn's solution](#)

**2425.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ryazimn's solution](#)

**2426.**

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Ryazimn's solution](#)

**2427.**

764D

[Timofey and rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Ryazimn's solution](#)

**2428.**

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Ryazimn's solution](#)

**2429.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Ryazimn's solution](#)

**2430.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Ryazimn's solution](#)

**2431.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Ryazimn's solution](#)

**2432.**

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Ryazimn's solution](#)

**2433.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Ryazimn's solution](#)

**2434.**

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Ryazimn's solution](#)

**2435.**

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Ryazimn's solution](#)

**2436.**

1668D

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

Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Ryazimn's solution](#)

**2437.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Ryazimn's solution](#)

**2438.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[Ryazimn's solution](#)

**2439.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ryazimn's solution](#)

**2440.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Ryazimn's solution](#)

**2441.**

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[Ryazimn's solution](#)

**2442.**

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[Ryazimn's solution](#)

**2443.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Ryazimn's solution](#)

**2444.**

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Ryazimn's solution](#)

**2445.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Ryazimn's solution](#)

**2446.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Ryazimn's solution](#)

**2447.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Ryazimn's solution](#)

**2448.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Ryazimn's solution](#)

**2449.**

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[Ryazimn's solution](#)

**2450.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Ryazimn's solution](#)

**2451.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Ryazimn's solution](#)

**2452.**

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Ryazimn's solution](#)

**2453.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**2454.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Ryazimn's solution](#)

**2455.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Ryazimn's solution](#)

**2456.**

577D

[Invariance of Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**2457.**

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[Ryazimn's solution](#)

**2458.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Ryazimn's solution](#)

**2459.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Ryazimn's solution](#)

**2460.**

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Ryazimn's solution](#)

**2461.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Ryazimn's solution](#)

**2462.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Ryazimn's solution](#)

### 2463.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ryazimn's solution](#)

### 2464.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Ryazimn's solution](#)

### 2465.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Ryazimn's solution](#)

### 2466.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[Ryazimn's solution](#)

### 2467.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Ryazimn's solution](#)

### 2468.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Ryazimn's solution](#)

### 2469.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Ryazimn's solution](#)

### 2470.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Ryazimn's solution](#)

### 2471.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Ryazimn's solution](#)

### 2472.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Ryazimn's solution](#)

**2473.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Ryazimn's solution](#)

**2474.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Ryazimn's solution](#)

**2475.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Ryazimn's solution](#)

**2476.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Ryazimn's solution](#)

**2477.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**2478.**

456E

[Civilization](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Ryazimn's solution](#)

**2479.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Ryazimn's solution](#)

**2480.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**2481.**

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Ryazimn's solution](#)

**2482.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Ryazimn's solution](#)

**2483.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Ryazimn's solution](#)

**2484.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Ryazimn's solution](#)

**2485.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Ryazimn's solution](#)

**2486.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ryazimn's solution](#)

**2487.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Ryazimn's solution](#)

**2488.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ryazimn's solution](#)

**2489.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Ryazimn's solution](#)

**2490.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Ryazimn's solution](#)

**2491.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Ryazimn's solution](#)

**2492.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Ryazimn's solution](#)

**2493.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Ryazimn's solution](#)

**2494.**

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ryazimn's solution](#)

**2495.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Ryazimn's solution](#)

**2496.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

**2497.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Ryazimn's solution](#)

**2498.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2024-02-27 · last AC: 2024-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**2499.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[Ryazimn's solution](#)

**2500.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Ryazimn's solution](#)

**2501.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Ryazimn's solution](#)

**2502.**

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[Ryazimn's solution](#)

**2503.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Ryazimn's solution](#)

**2504.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Ryazimn's solution](#)

**2505.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Ryazimn's solution](#)

**2506.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Ryazimn's solution](#)

**2507.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, greedy

[Ryazimn's solution](#)

**2508.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**2509.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Ryazimn's solution](#)

**2510.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Ryazimn's solution](#)

**2511.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Ryazimn's solution](#)

**2512.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Ryazimn's solution](#)

**2513.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Ryazimn's solution](#)

**2514.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ryazimn's solution](#)

**2515.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ryazimn's solution](#)

**2516.**

572C

[Lengthening Sticks](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Ryazimn's solution](#)

**2517.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Ryazimn's solution](#)

**2518.**

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Ryazimn's solution](#)

**2519.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Ryazimn's solution](#)

**2520.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Ryazimn's solution](#)

**2521.**

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[Ryazimn's solution](#)

**2522.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Ryazimn's solution](#)

**2523.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[Ryazimn's solution](#)

**2524.**

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths  
[Ryazimn's solution](#)

**2525.**

1790F

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

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[Ryazimn's solution](#)

**2526.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[Ryazimn's solution](#)

**2527.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers  
[Ryazimn's solution](#)

**2528.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[Ryazimn's solution](#)

**2529.**

1621D

[The Winter Hike](#) · [Tutorial](#)

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

**2530.**

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation  
[Ryazimn's solution](#)

**2531.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings  
[Ryazimn's solution](#)

**2532.**

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation  
[Ryazimn's solution](#)

**2533.**

2206C

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

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Ryazimn's solution](#)

**2534.**

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Ryazimn's solution](#)

**2535.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Ryazimn's solution](#)

**2536.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ryazimn's solution](#)

**2537.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Ryazimn's solution](#)

**2538.**

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**2539.**

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Ryazimn's solution](#)

**2540.**

2140E1

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

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

[Ryazimn's solution](#)

**2541.**

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[Ryazimn's solution](#)

**2542.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Ryazimn's solution](#)

**2543.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Ryazimn's solution](#)

### 2544.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Ryazimn's solution](#)

### 2545.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, sortings

[Ryazimn's solution](#)

### 2546.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Ryazimn's solution](#)

### 2547.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[Ryazimn's solution](#)

### 2548.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Ryazimn's solution](#)

### 2549.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Ryazimn's solution](#)

### 2550.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Ryazimn's solution](#)

### 2551.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Ryazimn's solution](#)

### 2552.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Ryazimn's solution](#)

### 2553.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Ryazimn's solution](#)

### 2554.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Ryazimn's solution](#)

### 2555.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Ryazimn's solution](#)

### 2556.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Ryazimn's solution](#)

### 2557.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Ryazimn's solution](#)

### 2558.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Ryazimn's solution](#)

### 2559.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Ryazimn's solution](#)

### 2560.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Ryazimn's solution](#)

### 2561.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[Ryazimn's solution](#)

### 2562.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Ryazimn's solution](#)

### 2563.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Ryazimn's solution](#)

**2564.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**2565.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Ryazimn's solution](#)

**2566.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Ryazimn's solution](#)

**2567.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**2568.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Ryazimn's solution](#)

**2569.**

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ryazimn's solution](#)

**2570.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**2571.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Ryazimn's solution](#)

**2572.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Ryazimn's solution](#)

**2573.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Ryazimn's solution](#)

**2574.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Ryazimn's solution](#)

**2575.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Ryazimn's solution](#)

**2576.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[Ryazimn's solution](#)

**2577.**

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Ryazimn's solution](#)

**2578.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Ryazimn's solution](#)

**2579.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Ryazimn's solution](#)

**2580.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Ryazimn's solution](#)

**2581.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Ryazimn's solution](#)

**2582.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Ryazimn's solution](#)

**2583.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Ryazimn's solution](#)

**2584.**

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ryazimn's solution](#)

**2585.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Ryazimn's solution](#)

**2586.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Ryazimn's solution](#)

**2587.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Ryazimn's solution](#)

**2588.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Ryazimn's solution](#)

**2589.**

305D

[Olya and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Ryazimn's solution](#)

**2590.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Ryazimn's solution](#)

**2591.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Ryazimn's solution](#)

**2592.**

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Ryazimn's solution](#)

**2593.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Ryazimn's solution](#)

**2594.**

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Ryazimn's solution](#)

**2595.**

2027D2

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

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

[Ryazimn's solution](#)

**2596.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ryazimn's solution](#)

**2597.**

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Ryazimn's solution](#)

**2598.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Ryazimn's solution](#)

**2599.**

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ryazimn's solution](#)

**2600.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Ryazimn's solution](#)

**2601.**

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Ryazimn's solution](#)

**2602.**

281E

[Game on Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ryazimn's solution](#)

**2603.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Ryazimn's solution](#)

**2604.**

1234F

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

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Ryazimn's solution](#)

**2605.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Ryazimn's solution](#)

**2606.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Ryazimn's solution](#)

**2607.**

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Ryazimn's solution](#)

**2608.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Ryazimn's solution](#)

**2609.**

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Ryazimn's solution](#)

**2610.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[Ryazimn's solution](#)

**2611.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Ryazimn's solution](#)

**2612.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ryazimn's solution](#)

**2613.**

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Ryazimn's solution](#)

**2614.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Ryazimn's solution](#)

**2615.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**2616.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Ryazimn's solution](#)

**2617.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Ryazimn's solution](#)

**2618.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[Ryazimn's solution](#)

**2619.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Ryazimn's solution](#)

**2620.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Ryazimn's solution](#)

**2621.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Ryazimn's solution](#)

**2622.**

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Ryazimn's solution](#)

**2623.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Ryazimn's solution](#)

**2624.**

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ryazimn's solution](#)

**2625.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

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

[Ryazimn's solution](#)

**2626.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Ryazimn's solution](#)

**2627.**

1478F

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

Rating: 2200 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[Ryazimn's solution](#)

**2628.**

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, greedy

[Ryazimn's solution](#)

**2629.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ryazimn's solution](#)

**2630.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Ryazimn's solution](#)

**2631.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Ryazimn's solution](#)

**2632.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Ryazimn's solution](#)

**2633.**

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Ryazimn's solution](#)

**2634.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[Ryazimn's solution](#)

### 2635.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ryazimn's solution](#)

### 2636.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Ryazimn's solution](#)

### 2637.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ryazimn's solution](#)

### 2638.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Ryazimn's solution](#)

### 2639.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Ryazimn's solution](#)

### 2640.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[Ryazimn's solution](#)

### 2641.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Ryazimn's solution](#)

### 2642.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Ryazimn's solution](#)

### 2643.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Ryazimn's solution](#)

**2644.**

1092D2

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

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[Ryazimn's solution](#)

**2645.**

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[Ryazimn's solution](#)

**2646.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths  
[Ryazimn's solution](#)

**2647.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees  
[Ryazimn's solution](#)

**2648.**

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings  
[Ryazimn's solution](#)

**2649.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[Ryazimn's solution](#)

**2650.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2023-02-06 · last AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[Ryazimn's solution](#)

**2651.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees  
[Ryazimn's solution](#)

**2652.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[Ryazimn's solution](#)

**2653.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp  
[Ryazimn's solution](#)

**2654.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Ryazimn's solution](#)

**2655.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Ryazimn's solution](#)

**2656.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Ryazimn's solution](#)

**2657.**

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Ryazimn's solution](#)

**2658.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Ryazimn's solution](#)

**2659.**

1092D1

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

Quality: 5,676 global accepts · Rating: 2200 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ryazimn's solution](#)

**2660.**

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: probabilities

[Ryazimn's solution](#)

**2661.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Ryazimn's solution](#)

**2662.**

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Ryazimn's solution](#)

**2663.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Ryazimn's solution](#)

**2664.**

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Ryazimn's solution](#)

**2665.**

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Ryazimn's solution](#)

**2666.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Ryazimn's solution](#)

**2667.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Ryazimn's solution](#)

**2668.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Ryazimn's solution](#)

**2669.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Ryazimn's solution](#)

**2670.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Ryazimn's solution](#)

**2671.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Ryazimn's solution](#)

**2672.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Ryazimn's solution](#)

**2673.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Ryazimn's solution](#)

**2674.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Ryazimn's solution](#)

**2675.**

892E

[Envy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Ryazimn's solution](#)

**2676.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Ryazimn's solution](#)

**2677.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[Ryazimn's solution](#)

**2678.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Ryazimn's solution](#)

**2679.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Ryazimn's solution](#)

**2680.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Ryazimn's solution](#)

**2681.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Ryazimn's solution](#)

**2682.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Ryazimn's solution](#)

**2683.**

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Ryazimn's solution](#)

**2684.**

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Ryazimn's solution](#)

**2685.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[Ryazimn's solution](#)

**2686.**

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Ryazimn's solution](#)

**2687.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Ryazimn's solution](#)

**2688.**

902E

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

Rating: 2300 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs

[Ryazimn's solution](#)

**2689.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Ryazimn's solution](#)

**2690.**

1699D

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

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

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**2691.**

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Ryazimn's solution](#)

**2692.**

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Ryazimn's solution](#)

**2693.**

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Ryazimn's solution](#)

**2694.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ryazimn's solution](#)

**2695.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Ryazimn's solution](#)

**2696.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Ryazimn's solution](#)

**2697.**

1468M

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Quality: 1,130 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, implementation

[Ryazimn's solution](#)

**2698.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ryazimn's solution](#)

**2699.**

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Ryazimn's solution](#)

**2700.**

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Ryazimn's solution](#)

**2701.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**2702.**

300E

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

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Ryazimn's solution](#)

**2703.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Ryazimn's solution](#)

**2704.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[Ryazimn's solution](#)

**2705.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math  
[Ryazimn's solution](#)

**2706.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[Ryazimn's solution](#)

**2707.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings  
[Ryazimn's solution](#)

**2708.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[Ryazimn's solution](#)

**2709.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings  
[Ryazimn's solution](#)

**2710.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation  
[Ryazimn's solution](#)

**2711.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[Ryazimn's solution](#)

**2712.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[Ryazimn's solution](#)

**2713.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees  
[Ryazimn's solution](#)

**2714.**

1552E

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Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ryazimn's solution](#)

**2715.**

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: games

[Ryazimn's solution](#)

**2716.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Ryazimn's solution](#)

**2717.**

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Ryazimn's solution](#)

**2718.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Ryazimn's solution](#)

**2719.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[Ryazimn's solution](#)

**2720.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, hashing

[Ryazimn's solution](#)

**2721.**

1654E

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Quality: 2,359 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, math

[Ryazimn's solution](#)

**2722.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[Ryazimn's solution](#)

**2723.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Ryazimn's solution](#)

**2724.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Ryazimn's solution](#)

**2725.**

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Ryazimn's solution](#)

**2726.**

716D

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

Rating: 2300 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Ryazimn's solution](#)

**2727.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Ryazimn's solution](#)

**2728.**

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Ryazimn's solution](#)

**2729.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Ryazimn's solution](#)

**2730.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Ryazimn's solution](#)

**2731.**

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ryazimn's solution](#)

**2732.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Ryazimn's solution](#)

**2733.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

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**2734.**

1983E

[I Love Balls](#) · [Tutorial](#)

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

[Ryazimn's solution](#)

**2735.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Ryazimn's solution](#)

**2736.**

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[Ryazimn's solution](#)

**2737.**

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Ryazimn's solution](#)

**2738.**

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ryazimn's solution](#)

**2739.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Ryazimn's solution](#)

**2740.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

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**2741.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Ryazimn's solution](#)

**2742.**

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Ryazimn's solution](#)

**2743.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Ryazimn's solution](#)

**2744.**

570E

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

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ryazimn's solution](#)

**2745.**

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Ryazimn's solution](#)

**2746.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Ryazimn's solution](#)

**2747.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Ryazimn's solution](#)

**2748.**

1604E

[Extreme Extension](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[Ryazimn's solution](#)

**2749.**

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Ryazimn's solution](#)

**2750.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Ryazimn's solution](#)

**2751.**

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ryazimn's solution](#)

**2752.**

1191E

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

Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy

[Ryazimn's solution](#)

**2753.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Ryazimn's solution](#)

**2754.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Ryazimn's solution](#)

**2755.**

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Ryazimn's solution](#)

**2756.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Ryazimn's solution](#)

**2757.**

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Ryazimn's solution](#)

**2758.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Ryazimn's solution](#)

**2759.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**2760.**

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs

[Ryazimn's solution](#)

**2761.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Ryazimn's solution](#)

**2762.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Ryazimn's solution](#)

**2763.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Ryazimn's solution](#)

**2764.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, trees

[Ryazimn's solution](#)

**2765.**

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees, two pointers  
[Ryazimn's solution](#)

**2766.**

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ryazimn's solution](#)

**2767.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Ryazimn's solution](#)

**2768.**

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Ryazimn's solution](#)

**2769.**

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2026-03-26 · last AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, graphs

[Ryazimn's solution](#)

**2770.**

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[Ryazimn's solution](#)

**2771.**

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Ryazimn's solution](#)

**2772.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Ryazimn's solution](#)

**2773.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Ryazimn's solution](#)

**2774.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2025-12-26 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Ryazimn's solution](#)

**2775.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Ryazimn's solution](#)

### 2776.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-27 · last AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Ryazimn's solution](#)

### 2777.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Ryazimn's solution](#)

### 2778.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Ryazimn's solution](#)

### 2779.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

### 2780.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Ryazimn's solution](#)

### 2781.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Ryazimn's solution](#)

### 2782.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Ryazimn's solution](#)

### 2783.

2098E

[Bermuda Triangle](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, number theory

[Ryazimn's solution](#)

### 2784.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs

[Ryazimn's solution](#)

### 2785.

2153E

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

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

[Ryazimn's solution](#)

**2786.**

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Ryazimn's solution](#)

**2787.**

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, trees

[Ryazimn's solution](#)

**2788.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ryazimn's solution](#)

**2789.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Ryazimn's solution](#)

**2790.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Ryazimn's solution](#)

**2791.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Ryazimn's solution](#)

**2792.**

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, number theory

[Ryazimn's solution](#)

**2793.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Ryazimn's solution](#)

**2794.**

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-08-04 · last AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Ryazimn's solution](#)

**2795.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ryazimn's solution](#)

**2796.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Ryazimn's solution](#)

**2797.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Ryazimn's solution](#)

**2798.**

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Ryazimn's solution](#)

**2799.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Ryazimn's solution](#)

**2800.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Ryazimn's solution](#)

**2801.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Ryazimn's solution](#)

**2802.**

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Ryazimn's solution](#)

**2803.**

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ryazimn's solution](#)

**2804.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**2805.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math  
[Ryazimn's solution](#)

**2806.**

1093F

[Vasya and Array · Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[Ryazimn's solution](#)

**2807.**

1795F

[Blocking Chips · Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees  
[Ryazimn's solution](#)

**2808.**

1139E

[Maximize Mex · Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs  
[Ryazimn's solution](#)

**2809.**

1418E

[Expected Damage · Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities  
[Ryazimn's solution](#)

**2810.**

1619H

[Permutation and Queries · Tutorial](#)

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers  
[Ryazimn's solution](#)

**2811.**

1485F

[Copy or Prefix Sum · Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings  
[Ryazimn's solution](#)

**2812.**

1633E

[Spanning Tree Queries · Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees  
[Ryazimn's solution](#)

**2813.**

1044D

[Deduction Queries · Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu  
[Ryazimn's solution](#)

**2814.**

1626E

[Black and White Tree · Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees  
[Ryazimn's solution](#)

**2815.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Ryazimn's solution](#)

**2816.**

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, sortings

[Ryazimn's solution](#)

**2817.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Ryazimn's solution](#)

**2818.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2025-06-16 · last AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Ryazimn's solution](#)

**2819.**

1367F2

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

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Ryazimn's solution](#)

**2820.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Ryazimn's solution](#)

**2821.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Ryazimn's solution](#)

**2822.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures

[Ryazimn's solution](#)

**2823.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Ryazimn's solution](#)

**2824.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[Ryazimn's solution](#)

**2825.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Ryazimn's solution](#)

**2826.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Ryazimn's solution](#)

**2827.**

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Ryazimn's solution](#)

**2828.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ryazimn's solution](#)

**2829.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Ryazimn's solution](#)

**2830.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Ryazimn's solution](#)

**2831.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Ryazimn's solution](#)

**2832.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**2833.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Ryazimn's solution](#)

**2834.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Ryazimn's solution](#)

**2835.**

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Ryazimn's solution](#)

**2836.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Ryazimn's solution](#)

**2837.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Ryazimn's solution](#)

**2838.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities

[Ryazimn's solution](#)

**2839.**

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ryazimn's solution](#)

**2840.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Ryazimn's solution](#)

**2841.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Ryazimn's solution](#)

**2842.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Ryazimn's solution](#)

**2843.**

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Ryazimn's solution](#)

**2844.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Ryazimn's solution](#)

**2845.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Ryazimn's solution](#)

**2846.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Ryazimn's solution](#)

**2847.**

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Ryazimn's solution](#)

**2848.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Ryazimn's solution](#)

**2849.**

298E

[Splitting the Uniqueness](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Ryazimn's solution](#)

**2850.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Ryazimn's solution](#)

**2851.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Ryazimn's solution](#)

**2852.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**2853.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**2854.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Ryazimn's solution](#)

**2855.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Ryazimn's solution](#)

**2856.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Ryazimn's solution](#)

**2857.**

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Ryazimn's solution](#)

**2858.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Ryazimn's solution](#)

**2859.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Ryazimn's solution](#)

**2860.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Ryazimn's solution](#)

**2861.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Ryazimn's solution](#)

**2862.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Ryazimn's solution](#)

**2863.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Ryazimn's solution](#)

**2864.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Ryazimn's solution](#)

**2865.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[Ryazimn's solution](#)

**2866.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Ryazimn's solution](#)

**2867.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Ryazimn's solution](#)

**2868.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Ryazimn's solution](#)

**2869.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Ryazimn's solution](#)

**2870.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**2871.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Ryazimn's solution](#)

**2872.**

1820E

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, trees

[Ryazimn's solution](#)

**2873.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Ryazimn's solution](#)

**2874.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Ryazimn's solution](#)

**2875.**

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Ryazimn's solution](#)

**2876.**

1673F

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

Quality: 960 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Ryazimn's solution](#)

**2877.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-05-27 · last AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Ryazimn's solution](#)

**2878.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[Ryazimn's solution](#)

**2879.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Ryazimn's solution](#)

**2880.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ryazimn's solution](#)

**2881.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Ryazimn's solution](#)

**2882.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Ryazimn's solution](#)

**2883.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Ryazimn's solution](#)

**2884.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Ryazimn's solution](#)

**2885.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

data structures, geometry, implementation, two pointers

[Ryazimn's solution](#)

**2886.**

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Ryazimn's solution](#)

**2887.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Ryazimn's solution](#)

**2888.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Ryazimn's solution](#)

**2889.**

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Ryazimn's solution](#)

**2890.**

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Ryazimn's solution](#)

**2891.**

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Ryazimn's solution](#)

**2892.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Ryazimn's solution](#)

**2893.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Ryazimn's solution](#)

**2894.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Ryazimn's solution](#)

**2895.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Ryazimn's solution](#)

**2896.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Ryazimn's solution](#)

**2897.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[Ryazimn's solution](#)

**2898.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Ryazimn's solution](#)

**2899.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Ryazimn's solution](#)

**2900.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Ryazimn's solution](#)

**2901.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Ryazimn's solution](#)

**2902.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Ryazimn's solution](#)

**2903.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Ryazimn's solution](#)

**2904.**

1387B2

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

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, dfs and similar, trees

[Ryazimn's solution](#)

**2905.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Ryazimn's solution](#)

## 2906.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Ryazimn's solution](#)

## 2907.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Ryazimn's solution](#)

## 2908.

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[Ryazimn's solution](#)

## 2909.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Ryazimn's solution](#)

## 2910.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Ryazimn's solution](#)

## 2911.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Ryazimn's solution](#)

## 2912.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Ryazimn's solution](#)

## 2913.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Ryazimn's solution](#)

## 2914.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, games, graphs, math

[Ryazimn's solution](#)

## 2915.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Ryazimn's solution](#)

### 2916.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Ryazimn's solution](#)

### 2917.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft

[Ryazimn's solution](#)

### 2918.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Ryazimn's solution](#)

### 2919.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Ryazimn's solution](#)

### 2920.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Ryazimn's solution](#)

### 2921.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Ryazimn's solution](#)

### 2922.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Ryazimn's solution](#)

### 2923.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Ryazimn's solution](#)

### 2924.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Ryazimn's solution](#)

**2925.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Ryazimn's solution](#)

**2926.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Ryazimn's solution](#)

**2927.**

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Ryazimn's solution](#)

**2928.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Ryazimn's solution](#)

**2929.**

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Ryazimn's solution](#)

**2930.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ryazimn's solution](#)

**2931.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Ryazimn's solution](#)

**2932.**

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Ryazimn's solution](#)

**2933.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Ryazimn's solution](#)

**2934.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games,

greedy, trees

[Ryazimn's solution](#)

**2935.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[Ryazimn's solution](#)

**2936.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ryazimn's solution](#)

**2937.**

1847F

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

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Ryazimn's solution](#)

**2938.**

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Ryazimn's solution](#)

**2939.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[Ryazimn's solution](#)

**2940.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, math, sortings

[Ryazimn's solution](#)

**2941.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Ryazimn's solution](#)

**2942.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[Ryazimn's solution](#)

**2943.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Ryazimn's solution](#)

**2944.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2025-07-13 · last AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks,

constructive algorithms, dp, trees

[Ryazimn's solution](#)

**2945.**

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[Ryazimn's solution](#)

**2946.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Ryazimn's solution](#)

**2947.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Ryazimn's solution](#)

**2948.**

1647E

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

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Ryazimn's solution](#)

**2949.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[Ryazimn's solution](#)

**2950.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[Ryazimn's solution](#)

**2951.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Ryazimn's solution](#)

**2952.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Ryazimn's solution](#)

**2953.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Ryazimn's solution](#)

**2954.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data

structures, greedy, two pointers

[Ryazimn's solution](#)

**2955.**

266E

[More Queries to Array... · Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Ryazimn's solution](#)

**2956.**

1903F

[Babysitting · Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Ryazimn's solution](#)

**2957.**

825G

[Tree Queries · Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Ryazimn's solution](#)

**2958.**

1994F

[Stardew Valley · Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ryazimn's solution](#)

**2959.**

804D

[Expected diameter of a tree · Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Ryazimn's solution](#)

**2960.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Ryazimn's solution](#)

**2961.**

551E

[GukiZ and GukiZiana · Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[Ryazimn's solution](#)

**2962.**

609F

[Frogs and mosquitoes · Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Ryazimn's solution](#)

**2963.**

1521D

[Nastia Plays with a Tree · Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Ryazimn's solution](#)

**2964.**

15D

[Map · Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Ryazimn's solution](#)

**2965.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Ryazimn's solution](#)

**2966.**

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[Ryazimn's solution](#)

**2967.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Ryazimn's solution](#)

**2968.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Ryazimn's solution](#)

**2969.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**2970.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ryazimn's solution](#)

**2971.**

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**2972.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Ryazimn's solution](#)

**2973.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Ryazimn's solution](#)

**2974.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar,

dp

[Ryazimn's solution](#)

**2975.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Ryazimn's solution](#)

**2976.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Ryazimn's solution](#)

**2977.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dsu

[Ryazimn's solution](#)

**2978.**

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Ryazimn's solution](#)

**2979.**

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, two pointers

[Ryazimn's solution](#)

**2980.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Ryazimn's solution](#)

**2981.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Ryazimn's solution](#)

**2982.**

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[Ryazimn's solution](#)

**2983.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Ryazimn's solution](#)

**2984.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory  
[Ryazimn's solution](#)

**2985.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[Ryazimn's solution](#)

**2986.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Ryazimn's solution](#)

**2987.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Ryazimn's solution](#)

**2988.**

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Ryazimn's solution](#)

**2989.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Ryazimn's solution](#)

**2990.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Ryazimn's solution](#)

**2991.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[Ryazimn's solution](#)

**2992.**

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Ryazimn's solution](#)

**2993.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Ryazimn's solution](#)

**2994.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Ryazimn's solution](#)

**2995.**

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[Ryazimn's solution](#)

**2996.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Ryazimn's solution](#)

**2997.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[Ryazimn's solution](#)

**2998.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Ryazimn's solution](#)

**2999.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Ryazimn's solution](#)

**3000.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Ryazimn's solution](#)

**3001.**

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Ryazimn's solution](#)

**3002.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Ryazimn's solution](#)

**3003.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Ryazimn's solution](#)

**3004.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2026-04-05 · last AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft

[Ryazimn's solution](#)

### 3005.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Ryazimn's solution](#)

### 3006.

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Ryazimn's solution](#)

### 3007.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Ryazimn's solution](#)

### 3008.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Ryazimn's solution](#)

### 3009.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Ryazimn's solution](#)

### 3010.

2173F

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

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-01-20 · last AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Ryazimn's solution](#)

### 3011.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Ryazimn's solution](#)

### 3012.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, trees

[Ryazimn's solution](#)

### 3013.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Ryazimn's solution](#)

### 3014.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Ryazimn's solution](#)

**3015.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Ryazimn's solution](#)

**3016.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Ryazimn's solution](#)

**3017.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, interactive, number theory

[Ryazimn's solution](#)

**3018.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[Ryazimn's solution](#)

**3019.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Ryazimn's solution](#)

**3020.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ryazimn's solution](#)

**3021.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Ryazimn's solution](#)

**3022.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Ryazimn's solution](#)

**3023.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Ryazimn's solution](#)

**3024.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Ryazimn's solution](#)

### 3025.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs

[Ryazimn's solution](#)

### 3026.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Ryazimn's solution](#)

### 3027.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games

[Ryazimn's solution](#)

### 3028.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Ryazimn's solution](#)

### 3029.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ryazimn's solution](#)

### 3030.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Ryazimn's solution](#)

### 3031.

2131H

[Sea, You & coprime](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Ryazimn's solution](#)

### 3032.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Ryazimn's solution](#)

### 3033.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Ryazimn's solution](#)

### 3034.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-07-24 · last AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows  
[Ryazimn's solution](#)

### 3035.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[Ryazimn's solution](#)

### 3036.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[Ryazimn's solution](#)

### 3037.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math  
[Ryazimn's solution](#)

### 3038.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu  
[Ryazimn's solution](#)

### 3039.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees  
[Ryazimn's solution](#)

### 3040.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[Ryazimn's solution](#)

### 3041.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers  
[Ryazimn's solution](#)

### 3042.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings  
[Ryazimn's solution](#)

### 3043.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
[Ryazimn's solution](#)

**3044.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-06-15 · last AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Ryazimn's solution](#)

**3045.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Ryazimn's solution](#)

**3046.**

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Ryazimn's solution](#)

**3047.**

1898F

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

Quality: 942 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Ryazimn's solution](#)

**3048.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Ryazimn's solution](#)

**3049.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Ryazimn's solution](#)

**3050.**

764E

[Timofey and remodeling](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3051.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[Ryazimn's solution](#)

**3052.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Ryazimn's solution](#)

**3053.**

1417F

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

Rating: 2600 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[Ryazimn's solution](#)

**3054.**

1447F1

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

Rating: 2600 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ryazimn's solution](#)

**3055.**

2209F

[Dynamic Values And Maximum Sum · Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-04-17 · last AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[Ryazimn's solution](#)

**3056.**

995F

[Cowmpany Cowmpensation · Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Ryazimn's solution](#)

**3057.**

1997F

[Chips on a Line · Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Ryazimn's solution](#)

**3058.**

1601D

[Difficult Mountain · Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

[Ryazimn's solution](#)

**3059.**

1804F

[Approximate Diameter · Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Ryazimn's solution](#)

**3060.**

477D

[Dreamoon and Binary · Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Ryazimn's solution](#)

**3061.**

1789F

[Serval and Brain Power · Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Ryazimn's solution](#)

**3062.**

452F

[Permutation · Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing

[Ryazimn's solution](#)

**3063.**

1452G

[Game On Tree · Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ryazimn's solution](#)

**3064.**

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation

[Ryazimn's solution](#)

**3065.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Ryazimn's solution](#)

**3066.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Ryazimn's solution](#)

**3067.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[Ryazimn's solution](#)

**3068.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Ryazimn's solution](#)

**3069.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Ryazimn's solution](#)

**3070.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ryazimn's solution](#)

**3071.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Ryazimn's solution](#)

**3072.**

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**3073.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[Ryazimn's solution](#)

**3074.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Ryazimn's solution](#)

**3075.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[Ryazimn's solution](#)

**3076.**

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Ryazimn's solution](#)

**3077.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Ryazimn's solution](#)

**3078.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ryazimn's solution](#)

**3079.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, math

[Ryazimn's solution](#)

**3080.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Ryazimn's solution](#)

**3081.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Ryazimn's solution](#)

**3082.**

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Ryazimn's solution](#)

**3083.**

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Ryazimn's solution](#)

**3084.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**3085.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Ryazimn's solution](#)

**3086.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**3087.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Ryazimn's solution](#)

**3088.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Ryazimn's solution](#)

**3089.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Ryazimn's solution](#)

**3090.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Ryazimn's solution](#)

**3091.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Ryazimn's solution](#)

**3092.**

2098F

[Homework](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3093.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[Ryazimn's solution](#)

**3094.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[Ryazimn's solution](#)

**3095.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Ryazimn's solution](#)

**3096.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Ryazimn's solution](#)

**3097.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Ryazimn's solution](#)

**3098.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math

[Ryazimn's solution](#)

**3099.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[Ryazimn's solution](#)

**3100.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Ryazimn's solution](#)

**3101.**

1831F

[Mex Tree](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[Ryazimn's solution](#)

**3102.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Ryazimn's solution](#)

**3103.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Ryazimn's solution](#)

**3104.**

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Ryazimn's solution](#)

**3105.**

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Ryazimn's solution](#)

**3106.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Ryazimn's solution](#)

**3107.**

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[Ryazimn's solution](#)

**3108.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Ryazimn's solution](#)

**3109.**

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[Ryazimn's solution](#)

**3110.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Ryazimn's solution](#)

**3111.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Ryazimn's solution](#)

**3112.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Ryazimn's solution](#)

**3113.**

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3114.**

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,291 global accepts · Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Ryazimn's solution](#)

**3115.**

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,113 global accepts · Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Ryazimn's solution](#)

**3116.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Ryazimn's solution](#)

**3117.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Ryazimn's solution](#)

**3118.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Ryazimn's solution](#)

**3119.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,207 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ryazimn's solution](#)

**3120.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ryazimn's solution](#)

**3121.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, games, interactive

[Ryazimn's solution](#)

**3122.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, shortest paths

[Ryazimn's solution](#)

**3123.**

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, bitmasks

[Ryazimn's solution](#)

**3124.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[Ryazimn's solution](#)

**3125.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation

[Ryazimn's solution](#)

**3126.**

105930K

[Path Planning 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3127.**

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —

[Ryazimn's solution](#)

**3128.**

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3129.**

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3130.**

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3131.**

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3132.**

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3133.**

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —

[Ryazimn's solution](#)

**3134.**

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3135.**

106250E

[Mahjong Connect](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3136.**

106250B

[Avoid Copyright Infringement](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3137.**

106250D

[Exam Room](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3138.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Ryazimn's solution](#)

**3139.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[Ryazimn's solution](#)

**3140.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[Ryazimn's solution](#)

**3141.**

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3142.**

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3143.**

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3144.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3145.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3146.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3147.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3148.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3149.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3150.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3151.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3152.**

104172L

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

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3153.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3154.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3155.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Ryazimn's solution](#)

**3156.**

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3157.**

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3158.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3159.**

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3160.**

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3161.**

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3162.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3163.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3164.**

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3165.**

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3166.**

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3167.**

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3168.**

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3169.**

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3170.**

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3171.**

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3172.**

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3173.**

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3174.**

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3175.**

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3176.**

101628K

[Know Your Statement](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3177.**

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3178.**

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3179.**

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3180.**

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3181.**

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3182.**

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3183.**

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3184.**

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3185.**

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · last AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3186.**

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3187.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3188.**

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3189.**

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3190.**

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3191.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3192.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3193.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3194.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3195.**

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3196.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3197.**

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3198.**

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3199.**

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3200.**

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3201.**

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3202.**

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3203.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3204.**

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3205.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3206.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3207.**

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3208.**

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3209.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3210.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3211.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3212.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3213.**

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3214.**

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ryazimn's solution](#)

**3215.**

105584E

[Colorful Residential Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3216.**

105584D

[A Bug That's Not a Pill Bug](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3217.**

105584C

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

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3218.**

105584B

[Overtaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3219.**

105584A

[Snacks within 300 Yen](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3220.**

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3221.**

100482A

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3222.**

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3223.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3224.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3225.**

101615F

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

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3226.**

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3227.**

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3228.**

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3229.**

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3230.**

101615B

[Enlarging Enthusiasm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3231.**

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3232.**

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3233.**

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3234.**

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3235.**

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3236.**

105385G

[Cosmic Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3237.**

105346H

[Speedway Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3238.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3239.**

104871I

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

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3240.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3241.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3242.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3243.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3244.**

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3245.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3246.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3247.**

103351A

[Modulo Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3248.**

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3249.**

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3250.**

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3251.**

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3252.**

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3253.**

102433C

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

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3254.**

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3255.**

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3256.**

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3257.**

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3258.**

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3259.**

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3260.**

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3261.**

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3262.**

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3263.**

104875I

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

Rating: — · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3264.**

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3265.**

104941D

[Dangerous Driving](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3266.**

104941J

[Just Use an Umbrella](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3267.**

104941F

[Fun Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3268.**

104941E

[Even Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3269.**

104941B

[Buying Croissants](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3270.**

104941A

[Ancient Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3271.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3272.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3273.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3274.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryazimn's solution](#)

**3275.**

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3276.**

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3277.**

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · Python 3 (first AC) · Tags: —

[Ryazimn's solution](#)

**3278.**

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3279.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3280.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3281.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · Python 3 (first AC) · Tags: —

[Ryazimn's solution](#)

**3282.**

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3283.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3284.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3285.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3286.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3287.**

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3288.**

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3289.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3290.**

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3291.**

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ryazimn's solution](#)

**3292.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: \*special, divide and conquer, implementation, math

[Ryazimn's solution](#)

**3293.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-07 · Text (first AC) · Tags: \*special, expression parsing, trees

[Ryazimn's solution](#)